

NIGHTFELL



A HORROR FANTASY SETTING FOR 5TH EDITION
A GRIMDARK WORLD UNDER THE INFLUENCE OF THE MOON

NIGHTFELL

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NIGHTFELL

PREFACE

I'm a storyteller who loves horror in all of its forms. I write comics and games on this subject and I look for fear in every medium. When Angelo asked me to stage a Nightfell campaign on Twitch shortly after the success of its crowdfunding, I immediately agreed. In fact, I don't even think I let him finish the sentence.

I could have explored European folk traditions by mixing them with terrible monsters, harsh climates, madness and obsession with death. Write a story about witchcraft, family secrets and terrible sacrifices. Bring out every most visceral emotion, every horror and every phobia.

My imagination was already counting the sessions, dividing the chapters and fixing the key themes. But first of all, Nightfell gave me the opportunity to make some reflections.

Nightfell is not just any horror because there is no truly "ordinary" life to unhinge. There are no safe places and there is no dividing line beyond which you can breathe a sigh of relief. It's a setting with no light switches above the bedside table. Horror has contaminated every aspect of daily life. But still, the world hasn't fallen into a nightmarish dimension where everything is perverse and corrupt. It's like being on the verge of an apocalypse that will never come, and waiting.

More than a hundred years have passed since the last living being saw the solar star. The great civilizations have quickly gone into decline and what remains of them is literally falling apart. Along with the sun also disappears the idea of the world as we know it. The marking of time, the succession of seasons, the colors, the warmth and security that this can give, goes away. The loss of these elements gives us, in spite of ourselves, a new form of normality.

Humanoid beings and many animals that were once diurnal have learned to sleep during the day to make the most of the hours of moonlight. The crops, which still live thanks to the few surviving Primes, do not need light but must be protected from the cold that now seems to envelop everything. Any bioluminescent or combustible material is invaluable and expensive.

The underground structures, mining complexes and tunnels that once favored mountain passes have been abandoned. All places that are not blessed by moonlight are home to the deadliest creatures and generate new forms of superstition. This has resulted in the shortage of various resources, the destruction of many economies, the abandonment of some areas and the occurrence of massive migratory flows, despite the incalculable difficulties in moving. Yet, life does not give up.

Iürmen is a cursed world that has found a way to move forward despite having sunk into a killing darkness. And if you are not assailed by the horrors that haunt the black and moonless days, then it is you who morbidly march towards your end. Nightfell shows you what it means to live without light and intimately close to horror. When everything outside begins to make its way inside you, your hours are numbered. You will be yourself, possessed and corrupted, to sabotage or destroy everything you care about, including your own life.

It's a fascinating mechanism that takes the most common dungeon crawling experiences to a new level of tension. A survival game that basks in the incredible design of creatures, ruins, and cursed items. Where only a greater evil, finally, can defeat what is in front of us. In the dark, waiting, a few centimeters from your face.

MARCO B. BUCCI

SAFER SPACE

SECURITY AT THE TABLE

The issues addressed in *Nightfell* are not to be taken lightly, nor should their impact on the people around the table be underestimated. Each player has their own set of experiences, even traumatic ones, and it is critical for everyone's safety to respect each person's sensitivities. The playing space should be as safe as possible, do your best to make it so. Making mistakes is normal; learning from mistakes, stop play when necessary, talk about what can be improved, accept criticism and build a healthy play environment.

The best way to get started in *Nightfell* is to write a Statement of Intent, where *Night Master* and other players will align on the campaign's different expectations, perspectives, themes, and tone. Some of these elements are already suggested by the setting, so don't be afraid to adapt them to your table. To find out more about the Declaration of Intent, visit Mana Project Studio's [DrivethruRPG](#) page and download "RPGs and the Declaration of Intent" for free.

During the Statement of Intent, to better define the topics you want to cover, we recommend using this version of the Lines and Veils tool.

PRELIMINARY LINES AND VEILS

During the Zero session, define together or anonymously through a questionnaire the Lines and Veils of each person at the table.

The **Lines** are all those things you don't want to see on stage and the themes you prefer to be avoided completely.

The **Veils** are all those themes you agree to play but do not want to explore in detail. Don't investigate why a person at the game table wants a Line or Veil on a particular theme. It just is; accept it. If that person wants to explain to you why they want a Line or Veil, they will do so.

CALLING A LINE OR A VEIL

Both Lines and Veils can also be "called" during the Session. Someone may notice that a particular theme is disturbing them and may then call a Line to immediately stop the narration or a Veil from having a black fade to end the current scene without going into detail. A Line or Veil may become part of the Lines and Veils in effect for the entire campaign at the discretion of the person calling them. If necessary, take a break when a Line is called, as it may have stirred up bad memories in the person who called it. Then, when the table feels ready to start again, decide if you want to reset the current scene by completely avoiding the Line that was called, or if you prefer to make a time jump, moving the events a few minutes, hours, or even days away from the event that caused the Line.

For example, a player playing a Benandante Ranger who has been Possessed should try to highlight the most negative sides that linger in his character's heart without distorting his identity (see page 00). The characters have just scouted out a coven of witches in the Wailing Mire, but a gruesome discovery awaits them. The coven has kidnapped some children, educating them to perform horrible and blasphemous rituals. The player who plays the Possessed Benandante Ranger wants to play his character's hatred for covens, exacerbated by Possession. He plays his character on his way to the huts, sword in fist, with only one purpose: to eliminate the children, indelibly marked by Evil. But he is interrupted by another player at the table, who does not feel at all comfortable with this scene. The player declares the Line "Violence against Children", which is added to the Campaign Lines and is now part of the Declaration of Intent. The whole table takes a break and then discusses how to proceed. It is decided that it is possible to reset the scene, avoiding the theme altogether. The Possessed Ranger player plays it as terribly angry, screams curses at the sky, and a blind fury leads him to run through the marshes in a frantic search for hags, forcing the other PGs to keep up with him. The theme of Possession and irrational action still came into play, keeping with the character but avoiding the Line entirely.

Let's go back to the previous example. A Veil is called on the theme of "Violence against Minors", the player who plays the Ranger could simply play the scene where his character commits terrible crimes. The player who plays the Ranger could simply interpret the scene where his character commits terrible acts of cruelty, "justified" by Possession. "justified" by the Possession by describing it in the following way: The Ranger starts towards the huts, his sword drawn tightly in his fist, his knuckles whitened by tension. In his eyes, a flash of pure and visceral hatred, a black shadow crosses them. The scene closes. The character's intentions have been communicated to the table as much as the influence of the Possession on his behavior so that the other players can understand what is happening.

Lines and Veils is an effective but not perfect tool. All the people at the table should ensure that the atmosphere at the table is as relaxed and healthy as possible, intervening to stop the narrative when necessary, aware of the Lines and Veils placed by each person at the table on specific issues. At the same time, the table must be receptive to the Lines and Veils that are called into play and ready to stop and improvise: after all, role-playing is also this, improvisation and receptivity.

We also suggest introducing in your sessions the following words to "call" to better communicate your feeling: "Slow down" and "Stop".

"SLOW DOWN"

"Slow down" can be called out to reduce the intensity of a scene immediately. In a horror setting like *Nightfell*, intense scenes abound and can touch a variety of different sensibilities. "Slow down" is not different in its handling from "Veil"; instead of a black fade out, it allows a freer description of details.

The player who plays the Ranger plays him intent on entering the huts, sword in fist, but another player immediately calls "Slow down". The player plays the Ranger as he enters the huts with his sword drawn, indistinct noises are heard, he emerges a few minutes later, his face contorted into a shocked expression. "Evil has been eradicated," he tells his companions without looking them in the eye, as he sprints like fury towards the marshes, obsessively searching for the hags.

"STOP"

"Stop" interrupts the narrative, just like the Line, and is designed to stop the game for a while without necessarily reflecting on what caused the "Stop". Take a ten-minute break. Wait until everyone at the table is ready. Give everyone time to come up with a Line or Veil. If more time is needed, take it. Take suggestions and advice from the person who called the "Hold" to reset the scene. If no suggestions come in on resetting the scene when the table feels ready to start again, resume playing with a time jump, and move events a few minutes, hours, or even days away from the event that caused the Line.

SHARING RESPONSIBILITIES

The *Night Master* has to think about a lot of things. On the other hand, you're playing a horror setting with the rule system of the world's most famous role-playing game. The whole table should be responsible for its own safety. If you want, you can identify a player who is not the *NM* by electing them as Moderator. This figure does nothing different from the other players, but he makes sure, Declarations of Intent in hand, Lines, and Veils are clearly visible on the table next to his character sheet, that everything goes well. He is also in charge of reminding the whole table of the Lines and Veils decided so far and ensuring that the entire table, including the *Night Master*, respects the Declaration of Intent.

CHAPTER ONE OVERVIEW

NIGHTFELL is a horror fantasy setting created by author and illustrator Angelo Peluso for the 5th edition of the most famous tabletop role-playing game in the world.

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WHAT IS NIGHTFELL

Nightfell outlines a dark world, stricken with fear and forsaken. The dead walk the earth and dark places are truly doors left ajar for undying beings who crave the nullification of reality.

This book shows a dreadful and merciless setting, where players interpret survivors adjusted to live in an age, known as the Lunar Age, when the sun has long since died and life lingers on the presence of the last of the Primes. Yet, some are still able to make a difference.

Standing as a narrator in game sessions will be the *Night Master* (Game Master).

The Prophecy of the Fourth Truth has finally been fulfilled, and the world has been defiled by the dark realm of Ènferun. Characters facing the challenges of Iürmen are either those who have embraced the powers of the night to turn them against its own creatures or those standing as paragons of hope and faith for the survivors. They will have to deal with a hostile environment, travel through forsaken wastelands and resist the overpowering entities trying to subjugate their spirit.

"Thou wilt tip the balance, since on thy actions fate lies for what is left of us all. Be steady in front of darkness, do not let thy heart cede, and may the moon lead thee through the silent lands of the continent."

THE NIGHT MASTER'S TASK

Every role-playing game needs its narrator, or Game Master, but game sessions set in the sombre lands of Iürmen need their own term: a *Night Master*!

By using this book (*The Nightfell Corebook*) together with the *Nightfell Bestiary*, a narrator should have all the necessary tools to adjust your 5th edition game sessions to such a setting.

HORROR-LIKE GAME SESSIONS

Is it possible to plan and host horror-like game sessions at your table? Here are some hints on how to give them an evocative feel.

Creating "terrifying" game sessions in a tabletop role-playing game is not simple. Still, we suggest focusing on the feelings you want to provoke, rather than modulating your tone and narrating rhythm as a useful tool to convey the events and the themes they involve. Players have to dive into the atmosphere to be fully captivated.

Here are some examples you can use:

- **Music is an excellent medium for emotions:** the right background soundtrack at the right time intensifies the unsettling.
- **Playing in the void:** whenever feasible, try and have your game sessions in wide rooms and put all the light sources on the table; players will have nothing but darkness around them, making them more susceptible to the unknown and what lurks in it.
- **Sound libraries:** the better equipped can employ startling sound effects when in the thick of the game; a ghost's moan, a creaking door, a madman's laugh, a sudden thud in the silence, etc...

While devising ways to create a horror-like atmosphere for your players, take these simple tools into account, and unleash your imagination!

DECLARATION OF INTENTS

The world of Iürmen is singularly grim and relieving your players from the horror and the macabre would be a waste. You have the chance to experiment with game sessions where the main focuses are tension and the struggle against dark powers. Use whatever narrative tool you prefer for the task.

That said, keep in mind that some players might be sensitive towards some topics. Although the design of adventures

and horrors for the table is up to the *Night Master*, it is also their responsibility to discuss with the players before the campaign starts. Some parties will enjoy it if you take the macabre and gore to the extreme, as in a slasher movie, while others, who may be more sensitive, are more responsive to a gloomy atmosphere, like those found in classic horror films, or to the genre of mysticism and mystery.

Whichever method you choose, *Nightfell* will nonetheless allow you to experiment with your imagination and to devise ways to keep your players clinging to your narrative and holding their breath.

"Embrace darkness."

AGES OF IÛRMEN

The world of Iürmen underwent four main ages, as recounted in Old Tradition tomes and historic annals.

THE ANTEDAWN

The first writings about the Truths mention this unknown, unknowable age. Eons in which the world did not yet exist and prior to the creation of all forms of life and death. The counting of years started after the end of this age, when the peoples of Iürmen began to civilize and keep tracks of their history.

FIRST AGE - A TIME BEFORE LAGORAN'S DEATH (B.L.)

The most lasting amongst the ages known to sentient beings. An age of conquest, expansion, discovery, and cultural and political ramification. This age ended with the passing of Lagoran, he who most of all is, was, and always will be remembered in the fabric of life in Iürmen.

The First Age lasted several millennia and included events such as: the rise of the First Men and the inner schism that gave birth to humans; Erven's conquering of The Mark; the war between the First Men and the ancient people of Ishdrim; the birth and seating of Mirithlen, and in the end, Lagoran's Enunciation of Truths.

SECOND AGE - A TIME AFTER LAGORAN'S DEATH (A.L.)

An important age for all subsequent eras: the Old Tradition began to take hold and the knowledge of worlds was established as a foundation for arcane studies.

It began with the death of Archmaester Lagoran and its preeminent event was the alleged rise of Mirithlen, daughter of Lagoran, to Lunar Godhood.

The empire of the First Men reached its peak before being decimated by an earthquake in 275 a.L., thus marking the decline of the race. Thurinthian's fall was the beginning, and the fall of Xivanis, the new capital of Thur, was the end.

Other parts of the world saw the curse bestowed upon the whole race of the Alperns, and witnessed the foundation of the Ejre people at the hand of Rahidra, at the beginning of the second age.

This age was relatively brief, ended abruptly by the cataclysm that shook the world. In the year 582 a.L., The Second Age ended, and the Lunar Age began.

LUNAR AGE

In the day that went down in history as "The Last Sun", apocalypse cast Iürmen in its Night Eternal. Sùlen, the Prime who resided in the Sun, faced its own death, and the Dark Mirror aligned with the Material Plane.

The descent of the Known Lands lasted over a century: entire species were extinct, while the survivors underwent physical and spiritual warping. The First Men paid the ultimate price for the horror they unleashed on the world and were irredeemably branded by evil.

The cult of the Unholy Sacrament rose alongside Lagoran's rebirth, and the world turned into a desolate, forlorn wasteland whose only light shone as the dawning Lunar Cult.

Ultimately, the people of the World Below came to the World Above, driven out of their homes by an unknown evil.

Iürmen is currently in the 115th year of the Lunar Age, and few remain to remember what sunlight was.

"Thus began your journey into nightmares."

CHAPTER TWO HISTORY OF IÛRMEN

"Of all the wrongs done to the world, none was as grievous as what men did."

- Lorarco from Ervenrun, Master of Tradition -

This introductory chapter contains what is known about Iürmen's history and its most preeminent events.

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DRATICO



THE THREE SOURCES OF ARCANES POWER

Since the beginning, mortals' greatest interrogative was the origin of all. Eventually, the source of life was traced to the presence of three separate worlds. These three worlds presided over three different sources of arcane power, inherent to the world themselves.

THE SEMPITERNAL (SIDÏR)

Also known as Outer World or Sidereal Plane, this is a dwelling for supernal beings. A boundless space, filled with stars and celestial bodies. Jagged with lights and nothingness. In this infinite layer of reality, every entity pays close attention to the vicissitudes of life created on the Material Plane.

THE EARTHLY WORLD (IÛRMEN)

Mortals also call it IÛrmenvi ("of the living"), or Material Plane. This is the known world, where all living beings and

mortal species dwell. The energy that rules over this world, as it rules over all life, comes from the Primes: ancient and omnipresent beings of sidereal origin.

THE DARK MIRROR (ËNFERUN)

This spectral reality harbours nothing but darkness and death and it is intertwined in a dualism with the Material Plane. Its name - Ënferun - means underworld, or abyss, in the Prime Tongue. Anything considered negative, disruptive, obscure, or concealed from light belongs in this dimension. Here reside the mirrored images of the Primes, known as the Death Echoes. These dark entities enslave the souls of the wicked, who are drawn to them in death, and defile any life form that falls into their influence.

No one knows what fate awaits those who die in IÛrmen. Most believe in, and pray for, becoming part of the world and of the Primes' conscience, while others long for the cosmos. One belief, however, is shared by everyone: those who die in unholiness, dishonour or with a curse upon them are destined to spend eternity in Ënferun.

THE FOUR TRUTHS AND THE OLD TRADITION

The Four Truths are the cornerstone of the Old Tradition, for their disclosure ended any dispute about the beginning of the world, and the energies that rule over reality. They were transcribed by Archmaester Lagoran, although there is no doubt, now, that some unknown entity led him in the transcription and named him the oracle of the death of the world.



FIRST TRUTH

In the beginning was the Sempiternal, where solitary beings of neither form nor voice dwell. In the depth of their stasis, these beings shaped the cold darkness: motionless and aimless, they just existed because they were thought, sight, and nothing at all. Some of them radiated scorching heat and manifested through light and matter, while others lingered in the unknown as inherent segments of the void and of the darkness of these remote corners of Existence.

SECOND TRUTH

Eons went by, and sentience came to those supernal beings, and their endless reshaping taught them the origin of Existence and the change that was time itself. Then, in an undetermined moment, the first worlds, namely those containing tangible things and the incarnation of Existence, appeared. These shards of life were nothing compared to eternity. Only shining stars in the dim sea of the night, inhabited by primitive creatures. The most well-made of these worlds was the Material Plane, and those from Sidir became part of it, and were thereafter known as Primes. Immanent to the world, they took physical form, where before was just time and thought, and learned to rule over matter as gods. This physical world is what came to be known as Iürmen, which, in the First Tongue, means "Living".

THIRD TRUTH

Life came as a consequence of Existence in The Earthly World, and with it came its cold and dark reflection: death. The first Echoes of Death came from a diaphanous mist and settled in a different plane, although connected to the Material by a fault in cosmic balance. This plane was Ènferun, where all that once was in Iürmen becomes a shadow of itself.

The first entities of this dimension were spawn of the Primes, juvenile enough to inherit their craving for Existence. These cravings led them to pull the two realities together, separated by veils that dissolve when sleep sends the living to a dark dreamworld through which they observe in a ravenous silence.

FOURTH TRUTH

The oracle of the Fourth Truth announces an inevitable darkness on the Earthly World. Eventually, the dichotomy between Existence and Nothingness will fade: night will be eternal, and the Dark Mirror will merge with Iürmen. The Echoes of Death will seize the throne of the Primes, transforming life into decay and madness. This age will last as long as death stands guard, because the void cannot exist without wholeness. Then, a new beginning, with only Sidir, as everlasting receptacle of Time and Existence.

OF LAGORAN AND MIRITHLEN

"Of this I tell unto you the truth, and Lagoran was veriest beyond his time. He forewent the apex of his wisdom before the temple of Thurinthian and to Him we owe the precept we still celebrate. Beyond any doubt, I say unto you that His daughter's name is the same as the ancient root of the purest attainable through the speech of the soul."

- taken from "Apology of the Archmaester", by Anvernia from Miritbrun, High Priestess of the Lunar Cult -

The birth of the Old Tradition has its roots in the First Age and is strictly related to the history of Thurinthian, proudest amongst the proud capitals of men. In ancient times, it was a crossroad famous to all peoples. Its culture was evolved, and its military was feared, thanks to the greatest virtue of the First Men: the Great Council of the Sages. Enlightened scholars and gifted spellcasters all, upstanding among the Seven Sages was the archmage Lagoran. Once an extraordinary warlord and a steadfast politician.

He mastered many crafts in his life, so much that he was called Archmaester by his subordinates and students, and led daring studies in cosmology and theology, searching for the source of primogenial power. His skill in magic was remarkable, and he observed the Three Sources it was drawn from to the point of conjecturing the existence of the Three Worlds. One being the Earthly World and asserted that he experienced some kind of contact with the other two. The discovery consumed him for many years. He confronted it with the lore of other peoples and devised new rituals, aiming to prove the existence of the unknown worlds. He appeared to be guided by an otherworldly being, as he single handedly built the foundation of what would eventually become the arcane studies to come, surpassing even the Satyrs in their skill with enchantment. Alas, the further his research went, the more lunatic and deranged he became.

Lagoran had a daughter, Mirithlen, whose name means "Soul of Silver" in the First Tongue. She was a young apprentice in the Thurinthian temple. A place where the brightest minds and the most talented mages were chosen to be initiates of the Sages, eventually taking their place when they reached old age. She was her father's initiate, and she witnessed his slow unraveling. Watching helplessly as he began sinking into his research, his looks changing and his voice hiding inhuman tones. She was the first to believe in her father's contacts with otherworldly realms, also believing his progress came from the guidance of some other being, and not his own knowledge, as renowned as it was. Despite the other Sages' discontent for his wavering reason, she kept loving him, hoping that his soul would eventually recover from the obsession. She took Lagoran's seat in the Council when he lost his mind and position, though keeping an eye on him.

One night, Mirithlen of Thurinthian noticed that her beloved father was not in his quarters and began looking for him in the temple. The shadows of the night thickened as she was approaching the library where Lagoran's laboratory was. Inside, moonlight strived to filter from the windows and unholy whispers tainted the silence. On the desk there was a tome where the Three Truths had been transcribed, and a fourth had evidently been torn free. The Archmaester's calligraphy seemed to grow mad over the lines, as if it belonged to someone else. As the girl was absorbed by the reading in that terrifying ambiance, the whispers began to crescendo, and eventually she noticed a stifling stench in the air. She

looked around her and spotted the corpse of one of the Sages. It was horribly disfigured, soaked in blood and surrounded by extinguished candles. Its flesh carved with illegible symbols. As she touched the corpse, Mirithlen felt her body transcending its physical form, while darkness and searing frost engulfed her. She realized that what she had witnessed was the result of a ritual aimed to transform the corpse into a door through worlds, and that Lagoran understood that death was the only way to break into the darkest of those two endless realms.

When she regained her sight, she found herself in a place deprived of sound and smell, flayed by an icy wind. She dared the mists, and the dim light, and the sorrowful air, alone amongst translucent souls.

Eventually, she found her father, wandering around a majestic cathedral, solemn and decaying at the same time. His eyes were vitreous, and he held in his hand a scrap of paper written with his own blood. It was the Fourth Truth, omen of tragedy and of the end of all things. Lagoran was repeating the words endlessly, driven mad by the sickening air of that realm. His daughter wept as she realized she had lost him forever.

She lay weeping for a great many hours, holding the accursed paper in one hand and the heel of her father in the other, until finally she found the courage to stand up. She dragged him away from that sanctuary of death, whose sight could traumatize the hardest of men, and wandered, looking for a way out. Alas, though they walked for hours and lost sight of the cathedral, they were as lost as ever, chased by unseen *Fiends* who thirsted for them to stay in that realm. In a moment of desperation, she realized that the only way out was the way in. She rested her eyes on the spoils of a once virtuous man, a caring father and a brave leader, then she wreathed him in a long, grieving embrace.

As the cold grew unbearable, so too did the desire not to let the Archmaester's efforts be in vain, and Mirithlen killed her own father. She carved the symbols she had seen on the corpse of that poor Sage into his flesh, using nothing but her nails, and in doing so she resurfaced to Türmen, filled with despair and regret, forever defiled by the act. She spent the rest of her life knowing that her soul belonged to that darkness, where the grave of her beloved father was.

The Four Truths were then revealed to the world, along with Mirithlen's testimony, a new tenet took shape in the loss of the greatest scholar of all. Thus, began the Second Age for the mortals of Türmen, in the years after Lagoran.



THE MOON GODDESS MYTH

Mirithlen attained fame equal to her father during her life, yet those she held dear knew her soul was troubled. Having wandered the Dark Mirror, she could not shake the feeling that her soul had been bonded to that world, and its calling grew more and more insistent. Yet, never in her life did she give in to the temptation of evil, and eventually death came even for her. Almost as if she knew her time was due, the Archmaester's daughter took care to transcribe her last will and testament, as the magic of the world was slowly leaving her. At her burial, she was mummified as requested, which was unusual to the Anireth, and was entombed in a crypt emptied of any of the trappings of her life. The remains were covered in silver, and three candles were put in the sarcophagus, just surrounding her head. As if enchanted, the candles lit in cerulean light, meaning she had premeditated an arcane ritual. The silver melted in her flesh, while the canopic jars vanished in shining dust, to the dismay of the Sages. Once the coffin was closed and the burial mound sealed, songs emanated from within. Sung in the First Tongue by the pristine voice of a woman, they echoed across all Thurinthian.

It was not long before people rushed to reopen the crypt and thrust open the sarcophagus, only to find candles, still lit with their mystical fire, while her body was gone, leaving in its place a circle of silver dust. No one could explain what happened, nor guess which spell was skillfully used by she who could withstand any evil. From that moment on, the seats in the Great Council were placed in a circle to remember the event.

The night after Mirithlen's funeral, the moon shone bright, and strange will-o'-wisps rose from the graves in all of Iürmen, reaching for the night sky. Lunar Phases began to influence the world, raising the tides, affecting the mood of the living, and giving place to several other unexplainable events. Some assumed she ascended to godhood, becoming as the entities from Sidir to reside in the moon, once just a pale, nighttime succedaneum to sunlight. Covens blossomed and some began to venerate and study the lunar energies.

In the Lunar Age, the moon remains unsullied: as Mirithlen withstood the corruption of the Dark Mirror, so too the pale satellite stands illuminating the Material Plane.





THE LAST SUN

"I am one of the few who still remembers that woeful day, by now. What the Anireth desecrated in the darkness of their old capital echoed in all the World Below, opening the gates to the evil that drove us from our stone."

- Unzari, Moon Satyr and Masciaro Druid -

The year was 582 a.L.

After Thurinthian's fall and the subsequent edification of Xivanis, only memories remained of the splendour of the First Men, and so they were led to seek for the secrets of their ancestors in the depth of the earth.

The expedition towards Thurinthian's halls filled the men of Xivanis with the desire to dig up the ruins. Under the stone and minerals, overlooked by a vault of blue lights, they reached what seemed to be the city temple. The Anireth spent months cherishing the collapsed walls of their buried capital of old, digging up the houses full of riches made of

shiny stone and marquetry. They were driven by a thought, according to which the most precious of discoveries was hidden where the Sages had long ruled, experimented and studied. In the place where Lagoran wrote down the history of Iürmen.

Quiman was a wealthy merchant and wielded great power in Xivanis. For a few years, he had been literally buying his seat amongst the Sages, taxing the public to fund his obsessive research. He longed above everything to take his place amongst legends, as Lagoran had done, so as to have power and fame to extend his influence on all the Known Lands.

At first, great enthusiasm marked the exploration into the cold darkness of Thurinthian, as Quiman's workers were astonished by the grand buildings of old. The general feeling, however, quickly deteriorated as a wrongness settled in the stomachs of the men. As they descended, rocks grew colder and fleeting shadows wandered just out of sight. Some said the place was cursed, forcing Quiman to punish harshly those who abandoned their posts. His reason began to quiver, and his eloquence turned authoritarian, as he slowly forgot what sunlight was, perverted by the unholy imbuement in the silence.

After long months passed without any light, draining what enthusiasm or sense of purpose they once had, the leader of the expedition began to imagine that some dark spirit had become part of that place, and that it was bent on frustrating the spirit of men. When they reached the temple, that thought did nothing but foster his curiosity, assuring him he was finally standing before the power Lagoran had once wielded in his mortal glory. Quiman went through the luxurious nave of the lost temple of Thurinthian, alone with the shadows to be sure he would be the first to attain the source of evil that had been calling to him. The sound of his footsteps broke the gluttonous silence that had permeated those colonnades for centuries, keeping their secrets secure.

Once before the thrones of the Sages, the darkness began to reverberate and the whispers guiding his steps became poignant and frenzied, as a soul disturbing hum. Icy air took him by the hand to the pivotal point of the Great Council circle and its seven thrones. Quiman heard a low, ghastly voice, declaring itself as Lagoran and instructing the man on how to join him in *Enferun*, with the promise of untapped power waiting to be unleashed at his command. Yearning for power and deranged by evil, he followed every step of the instruction, carving his own flesh with foul symbols, until finally taking his own life with the knife used to carve.

"Death is the door." said a sinister echo coming from nothingness, as Quiman fell lifelessly to the ground, without knowing he had torn apart the fabric of reality in that place where the veil had been marred and made thin in the First Age.

When the few other Anireth brave enough to descend came looking for their leader, they saw the disfigured corpse of the old merchant bled dry. As they shivered in horror before that macabre scenery, the dim light of their torches suddenly fizzled, and darkness engulfed them.

A roar made the walls tremble and a low and guttural cry, almost a gurgle, came from the deep and rippled across all of *Iürmen*. An icy, unnatural wind was cast loose from the corpse of Quiman, tearing him in a thousand pieces, and countless spectral voices howled from the very stones of the temple.

From darkness, a shape made of tattered flesh and rags emerged, with symbols engraved on what remained of its skin.

It was Lagoran, or what remained of his corpse, corrupted by the entities ruling over the realm where it had resided for so long. Now a simulacrum of a thousand dark echoes making their way into the Earthly World. He stretched his slender arms towards the bystanders and uttered vile words, giving life to the darkness of the underworld.

That day, the dead came back from the grave. Ghosts possessed the bodies of the innocent and unknowable beings emerged from the darkness, as the world witnessed the sun disappear in a cloud of burnt ashes and despair, casting *Iürmen* into a *Night Eternal*, beginning the end of the world. Few escaped the horror of Thurinthian to spread the news about the return of the Archmaester, or what he had become. In the meantime, both the World Below and the World Above were filled with scenes of massacre, horror, and hopeless escape, as mortals faced an unbelievable evil. Lagoran, in his past, had been a prophet for the Three Truths. No one had suspected he would have been the source of the Fourth.





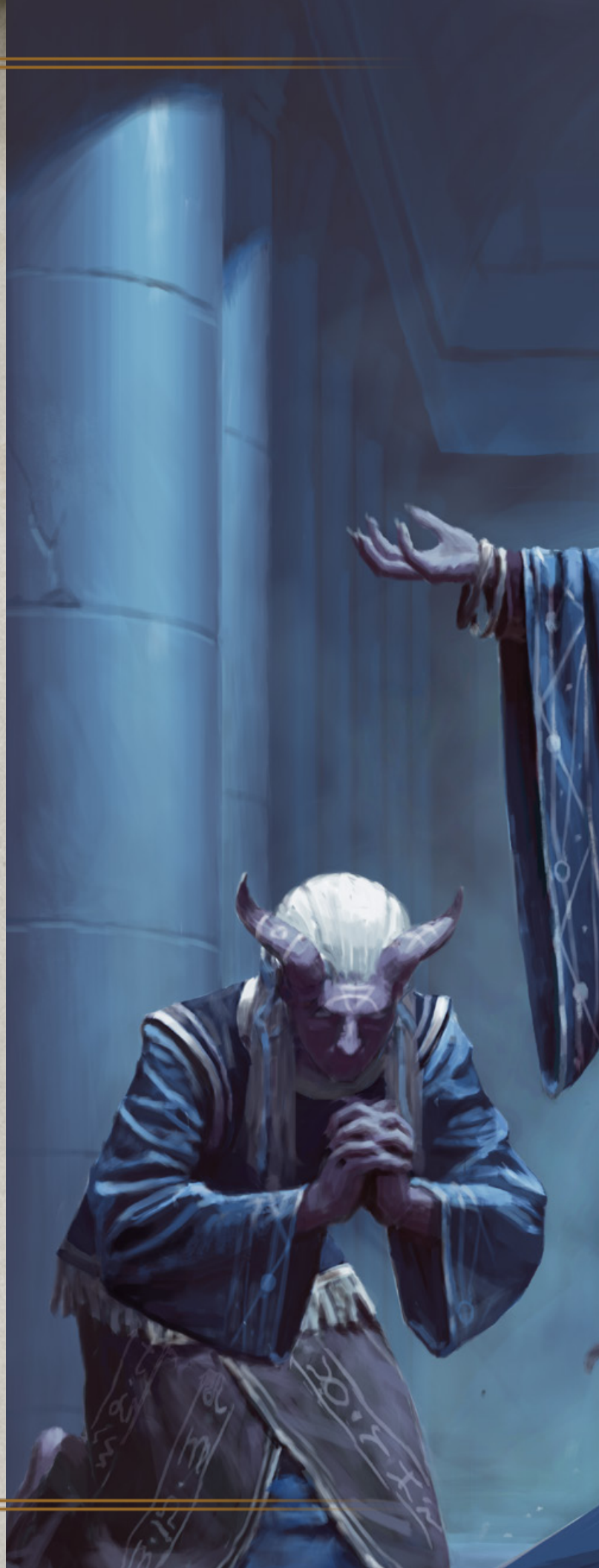
CHAPTER THREE RELIGION AND CULTURE

*“Died the Sun and the Prime with it,
mortals’ sense and lives did wither.”*

- Introduction to the Lunar Cult sacred texts -

This chapter introduces the leading religions of Iürmen, and the entities worshipped in this nightly world.

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DEATH OF THE PRIMES

The sun has always been considered the Prime that came first, the supreme being that descended from Sidir to watch the world of mortals. His light was pure energy, life, warmth. All beings from the Sempiternal took form in the Earthly World, yet he seated himself above all creation at the beginning of everything. He was called Sùlen by the pagan cults prior to the Tradition, and Hollon by the Ishdrim. The latter chose him as their foremost god, and he ruled over life, purity, and honour. When Ènferun corrupted the world, Hollon died, ripped apart and tainted by darkness. The Dark Mirror's necrotic touch seeped through his radiant heart, turning him into a dark, extinguished aster and his ashes rained on Iürmen. Soon, the other Primes were consumed by death's icy touch when Existence and Nothingness merged. The gods had fallen, and the Lunar Age had risen.

The few superior beings left in Iürmen are the last sources of life and keepers of the balance, while the living try to adapt to the endless night.



ECCLESIAL HIERARCHIES

The cults and creeds of Iürmen stand as its major institutions, whether established by the population on its own authority or by authoritarianism. In the Lunar Age, chaos took the place of laws and governments of old, and clerical positions often come with political ones.

Usually, religious orders hinge on a representative standing as a god or being worshipped as one. Below there are the officiants, whose authority comes from the rituals and functions they officiate (the larger the function, the higher the rank), and at the bottom there is the militia.

OLD TRADITION

The Old Tradition is one of the most influential creeds in all of Iürmen. It was legitimized through the Scripts of Lagoran and was founded in the Second Age.

It is rooted in the Four Truths, and through the years it assimilated different beliefs, superstitions, and cults now vanished. The Masters of Tradition are, in fact, unparalleled keepers of wisdom. They stood as guides throughout the arrival of the Lunar Age thanks to their unmatched knowledge on spiritual and political matters. Other than the Lunar Cult, they are the only one legitimate authority to the survivors of the Last Sun.

The knowledge they pass down is vital, and over time it was enriched by cultures and superstitions regarding the new world and its creatures.

- **Main Authority:** Gherek Viikut, Archmaester of the Temple of Truth
- **Officiants:** Masters of Tradition
- **Militia:** Monks of Truth

THE UNHOLY SACRAMENT

After the Last Sun, in the first weeks that greeted the dreadful Lunar Age, a coven rose to embrace the evil wrecking Iürmen.

Some were looking at the cataclysm as a means to the rebirth of all mortals, as the Fourth Truth coming true was an omen of annihilation for the Material Plane and one of genesis for a new realm of Existence. This theory implied that the vile entities from the Dark Mirror intended to feed on life until its total extinction, and in doing so they would open the doors to Sidir.

These zealots claimed to be ministers of darkness, as it was the only real path to become a part of the endless cosmos and aimed to ease death's work on the world. This new doctrine was named Unholy Sacrament, as its initiates deliberately offered themselves to the corruption of Ènferun. Their magic allowed them to impose their will over their dead body, drawing strength from death's caress. In the Lunar Age, these merciless priests are feared and despised by anyone still grasping for hope and civilization. They are easily identifiable thanks to their stitched-up lips, as they let the Echoes of Death speak for them.

Marèkur of the Anireth was the first one to indulge in the Unholy Sacrament. He was present as Lagoran first emerged from darkness in Thurinthian and was the only one that did not flee but stood still to admire his grandiosity. From that moment on, he made himself an instrument to his will and unholy prophet for his vile cult.

- **Main Authority:** Lagoran
- **Officiants:** Unholy Sorcerers
- **Militia:** Unholy Zealots

THE LUNAR CULT AND ITS MISSION

"After months of battle in the underground, it was clear that we had to migrate above. I witnessed the kingdoms of the Rizadrin, stubborn as the rock they claimed they were protecting, fall apart. I lived the tragedy of my dying people, crushed by the evil swarming from the bottomless darkness in the lower realm. As what is left of the Satyrs of the World Below tries to detach from its belongings and its history, I am preparing to lead my subjects to the World Above, leaving my ancestors' home forevermore.

The climb was arduous, as we seldom travelled in the world above, and the path had fallen into disuse. Rumours came from the west, rumours of a great hex and of the shattering of the veil. The monsters hiding in shadows and the dead coming back to us were nothing but ghosts of a distant disease, a sign that evil had entered our world. Never in my life had I seen such horror and neither had any other fugitive from the lightless kingdom of the World Below. After loss and calamity, we came to a place even more silent and freezing than the one we left behind. We walked over rocks and grass covered in an unnatural hoar. There stood before our eyes the lands above, as distant from our memories as it could be.

The first thing we sighted was the moon, shining in its black cloak, whose light gave form to the world around us. That brilliance gave us respite from the torment of our soul. It

appeared to me as if I were trapped in a shard of time, while the world stopped, and an alabaster voice silently whispered to me. We realized we had to pray to that radiance, as it was not a mere reflection of starlight, but a pure energy we were rewarded with for our rebirth. We, as Mirithlen resurfaced from shadow, are born again out of darkness to the blessing of a new hope."

- Taken from "Rebirth of the Rizadrin", by Anvernia -

The Lunar Cult rose as a response to despair, a beacon of hope and consolation for those unable to adapt to the new world. It was Anvernia, eminent Satyr of the World Below, who gave birth to this religion, claiming she was blessed from the moon itself. She corroborated the theory according to which Mirithlen did not fall prey to Ënferun after her death but instead ascended as a moon goddess. The goddess shone of her own light from the lunar kingdoms, next to the beings from the Sempiternal, and from there she bestowed power to her disciples. Anvernia was also an advocate for restoring the memory of Lagoran, relieving him from guilt, as his soul had been swallowed by the vile spirits of the Dark Mirror, and they were using his body as a vessel to manifest on the Material Plane. Verily, the one said to have emerged from the tear in Thurinthian was nothing other than an empty shell filled with foul entities claiming the name of Lagoran.

The Lunar Cult quickly gathered multitudes of acolytes to worship Mirithlen, leaving the Old Tradition behind and dedicating themselves to eradicating the evil haunting the world. Their mission is to defy the Unholy Sacrament, the *Undead* and what became of Lagoran. They fight and profess their faith with conviction, sure to be reunited with moonlight on their dying breath, relieved from the yoke of undeath. Their worshipping place is Mirithrun, a temple built at Owlrock after Anvernia came to free the area from the *Undead* and reclaimed it as a place of pilgrimage.

Lunar Cultists harbour respect towards the Masters of Tradition, forwarding their research on folklore and ancient history, whereas they often oppose the Apostates of Rahidra, who focus on what is left of the Primes.

- **Main Authority:** Anvernia from Mirithrun
- **Officiants:** Lunar Cult Priestesses
- **Militia:** Lunar Cultists

THE APOSTATES

In the eastern region, where the Ejre had always watched over nature, Rahidra, the ancient shaman, still rules.

The string of catastrophic events, such as the vanishing of the sun in a cloud of ashes and the advent of the dead, shook the souls of the Ejre people. The greatest shock was acknowledging the subjugation of creation at the end of death, and the inevitable manifestation of the Last Truth.

Rahidra had a long life thanks to her spiritual bond with the primes, and now her power grows weaker by the day, as the Creators of the World face annihilation. Those who are still connected to nature and still believe in divine omnipresence began a solemn resistance to the death of the world, whose most evident indicator was the withering of their shaman.

The Apostates of Rahidra, as the Lunar Cultists call them, aim to hinder the Echoes of Death coming from Ënferun and hold aloft the ideals of the Last Primes. This outlook brought them to clash with the Lunar Cult, which envisage a new order and a new goddess, whereas the Apostates believe that, once the Primes are gone and primeval magic disappears with the spirit of the world, there will be no one left to worship any form of divine.

- **Main Authority:** Rahidra
- **Officiants:** Druids & Shamans
- **Militia:** Clerics and Paladins Devoted to Rahidra

OTHER RELIGIONS

Other than the aforementioned faiths and the past and present forms of paganism there are some minor cults, hidden to most and worshipped in forgotten places.

CULT OF THE SERPENT

In other times, when the world was younger and densely populated, some cults came into the world quietly. They turned to Dragons, last sons of an ancient force, tapping into their ferocity to find renewed strength.

These savage creatures evolved from prehistoric animals who were accidentally imbued in sources of primordial power and stood thereafter as a symbol of evil in Iürmen. The Cult of the Serpent idolized chaos and the primeval rage of these creatures and, for a relatively brief period in the history of Iürmen, became a plague for ancient peoples.

The Cult disappeared throughout the First Age, when the Dragons' numbers decreased, and the First Men established their empire.



OLD TRADITION



OLD COVENS



LUNAR CULT



OLD PAGAN CULTS



APOSTATES



CULT OF THE SERPENT



UNHOLY SACRAMENT



NECROMANTIC ERESY



A small number of burial mounds lies hidden, scattered throughout all the Known Lands both over and under the ground, and keep the remains of the Priests of the Serpent, ruthless hierophants of the Cult.

- **Main Authority:** Inordhur the Hierophant
- **Officers:** Vicars of the Serpent
- **Militia:** Hands of the Serpent

OLD PAGAN CULTS

Men and Satyrs often had different views on the Old Tradition, to the point of enhancing it with their interpretation of divine creatures.

Throughout history, some peoples favored worshiping beings within their grasp, who blessed their actions more palpably.

Many pagan traditions are declinations of faiths hinged on the Primes and are often developing from the Old Tradition.

THE OLD COVENS

Since ancient times, witches, wizards, and scholars of the arcane used to gather in secret covens. Now and then, leading religions and canonic doctrines appeared constraining in the eyes of these occultists who longed for the knowledge of spirits and creatures unknown to the masses.

They were not necessarily evil, but rather ordinary men and women who rejected common tradition and beseeched entities whose influence was perceivable through the eldritch veil of the world. Their thirst for knowledge led them to delve deeper into the most forbidden amongst exoteric practices and to rewrite arcane arts in a primeval fashion. The Masciari are known to have drawn much of their arcane knowledge from these covens' research.

Some of these covens were the first to deify the moon, distinctly sensing the radiant energy Mirithlen bestowed to the satellite. They called her the Trifold Goddess, as her threefold visage symbolized her as keeper of the past, the present and the future, and distinguished her way of living and her ascension to the Sempiternal.

NECROMANTIC HERESY

There is a rumour of a mighty sorcerer amongst the Gray Folk of the Second Age, feared and revered by the citizenship of Katàn, where he moved after the exile he suffered in his native land, and renamed himself Heliodorus. As far as the legend goes, he harnessed the necrotic energies of Ènferun, manufacturing a grimoire powerful enough to command death and to summon *Undead* and other hideous creatures.

He disappeared in the fifth century of the Second Age, channeling his soul into the book, thus making it his phylactery. Necromancers from everywhere began to invoke him during their seances, holding him to be the forefather of a heretic doctrine drawing power from undeath. The Tome of the Fifth, thus the book was named, became untraceable and some say it has a will of its own, revealing itself only to the most devout cultists of Heliodorus and granting great necromantic powers to its owner, in exchange for souls to sacrifice to the grimoire.

- **Main Authority:** Heliodorus from Katàn
- **Officers:** Black Druids and Necromancers
- **Militia:** The *Undead*

THE DIVINE

“The Saint reached the top of the mountain, lured by an unknown call. His quest resembled any other quest: he would have found evil and then he would have vanquished it. He did not know that he would find something else beyond the highest peaks of the inner range, something that was neither good nor evil, for She had come before such human concepts. Many called her Perchta, the Shining Mother, an exhausted goddess from forgotten times. She had the likeness of a giantess as high as a mountain lying on her side above a ravine of ice, her legs trapped in the gorges. Her temper was as fickle as the storm: one instant she was a peaceful maiden kissed by moonlight, the other a shrivelled crone with a heinous laugh. Her song was the howling of the wind and the roar of landfalls.”

- taken from “The True Story of the Saint” -

SUPERNAL DIVINES

The Supernal Divines are primigenial: they are the sidereal from whom everything generated.

The almost extinct Primes are immanent to the material nature of Iürmen, manifesting themselves in it to produce life. The primeval beings of the cosmos still lie in the Sempiternal, distant and detached, staring from time to time to the corruption that the Night Eternal brought on what the Primes created, whereas **Sülen**, as the god nearest to creation, was destroyed by the Echoes of Death and their abomination.

MAJOR AUTHORITIES

Their influence is comparable to the Supernals’, although they are not made of eternity, and they were not present at the beginning of all things. **Mirithlen** has ascended to godhood, claiming the moon as her realm and the vessel of her will. She is the last one standing against the Echoes of Death, and her magic supports the fragile balance of the last Primes.

On the contrary, the Echoes of Death are pure dark energy, as an unintended reflection of life made by the Primes.

MINOR AUTHORITIES

Amongst the Minor Authorities are spirits of great power born in, or coming from, the realms ruled by Major Authorities, like the Echoes of Death.

The **Perchtas**, for example, were indirectly born from the Primes. They exist from the beginning of Iürmen, and they exert their mastery over those mortals who acknowledge their greatness. These beings are often worshipped by generations of settlements as they once directly interacted with their followers.

Nanni Orku, described as a colossal humanoid, is said to dwell in an area far away from the Known Lands and is probably an ancestor to giants, of which almost nothing remains.



Maimone and **Pantàsema** are abstract beings, connected to the elements. The first one is a rain elemental, called upon millennia ago along with his spouse, the one they call The Lady: she was prayed to favour the harvest by plowmen, and her cult is spread across the rural and wild areas of Iürmen.

Sorapiss is a being mythicized by the Old Pagan Cults of Alper. It is said to be a spirit born from the Primes, wandering across lakes and mountains. Though some consider him to be a myth, most Alperns are faithful to him for he represents winter and the harshness of mountains.

The Mazarol is a malicious entity whose presence has been witnessed sporadically throughout the centuries. It is mostly feared by those who live in the woods, as it leaves footprints just off the beaten path. Some believe that those who walk over even one of those footprints are compelled to follow The Mazarol to its lair where it will feast on mortal souls. Some witches' covens worship it to harness its power as a means for destruction.

QUASIDIVINES

The order of Quasidivines encompasses beings of such influence and power that they attract followers. Even though they do not originate in the cosmos, and they never ascended to godhood, these authorities exert a strong influence on mortals and are often involved in worldly matters across Iürmen. As before the Lunar Age, so now people are drawn to charismatic figures.

MYTHS

Some personages from history have acquired so much fame during their life that legends have arisen in their wake and have been passed on generation after generation. They can be considered as points of reference for both good and evil in the eyes of those who nourish their legend.

A notable exception amongst these myths is surely **Lagoran**, whose power is even greater than the Major Authorities', for his body is a host for several Echoes of Death at the same time.



THE DIVINE - CHART

AUTHORITY	DOMAIN	ASSOCIATED CREED
SUPERNAL DIVINES		
ENTITIES FROM SIDÏR (NEUTRAL)	COSMOS/MAGIC/KNOWLEDGE	OLD TRADITION
PRIMES (LAWFUL NEUTRAL)	CREATION	APOSTATES OF RAHIDRA/OLD TRADITION
SÛLEN/HOLLON (GOOD)	SUN/REBIRTH	OLD RELIGION OF SARNÈUM
MAJOR AUTHORITIES		
MIRITHLEN (LAWFUL GOOD)	MOON/LIGHT	LUNAR CULT/OLD COVENS
ECHOES OF DEATH (CHAOTIC EVIL)	DEATH/CORRUPTION/DARKNESS	UNHOLY SACRAMENT
MINOR AUTHORITIES		
PERCHTA (LAWFUL EVIL)	BEASTS/HUNTING	OLD PAGAN CULTS
NANNI ORKU (LAWFUL NEUTRAL)	WILDERNESS/JOURNEY	APOSTATES OF RAHIDRA/OLD COVENS
MAIMONE (CHAOTIC NEUTRAL)	RAIN	OLD PAGAN CULTS
PANTÀSEMA/THE LADY (LAWFUL NEUTRAL)	FERTILITY RITES	OLD COVENS/OLD PAGAN CULTS
MAZAROL (CHAOTIC EVIL)	TERROR	OLD COVENS
SORAPISS (NEUTRAL)	MOUNTAINS/GLACIERS/WINTER	OLD PAGAN CULTS
QUASIDIVINES		
GIANTS (CHAOTIC NEUTRAL)	STRENGTH/RESILIENCE	OLD PAGAN CULTS
GREATER STRIX (LAWFUL NEUTRAL)	WOODS/SORCERY	OLD COVENS/OLD PAGAN CULTS
TRUDEN (EVIL)	SECRETS/TREASON	OLD COVENS/OLD PAGAN CULTS
DRAGONS (CHAOTIC EVIL)	CHAOS/DESTRUCTION	CULT OF THE SERPENT
ATAVIC SPECTRES (NEUTRAL)	MEMORY	MEDIUM
RAHIDRA (LAWFUL GOOD)	NATURE	APOSTATES OF RAHIDRA
MYTHS		
THE SAINT (LAWFUL GOOD)	PURIFICATION/EXORCISM	HUMANS
HELIODORUS (EVIL)	NECROMANCY	NECROMANTIC HERESY
ERVEN THE MIGHTY (NEUTRAL)	HONOUR	GRAY FOLK
SIMILAU (CHAOTIC EVIL)	VIOLENCE/TORMENT	OLD COVENS/OLD PAGAN CULTS
LAGORAN (LAWFUL EVIL)	UNDEATH/ANNIHILATION	UNHOLY SACRAMENT



CHAPTER FOUR

THE WORLD OF IÛRMEN

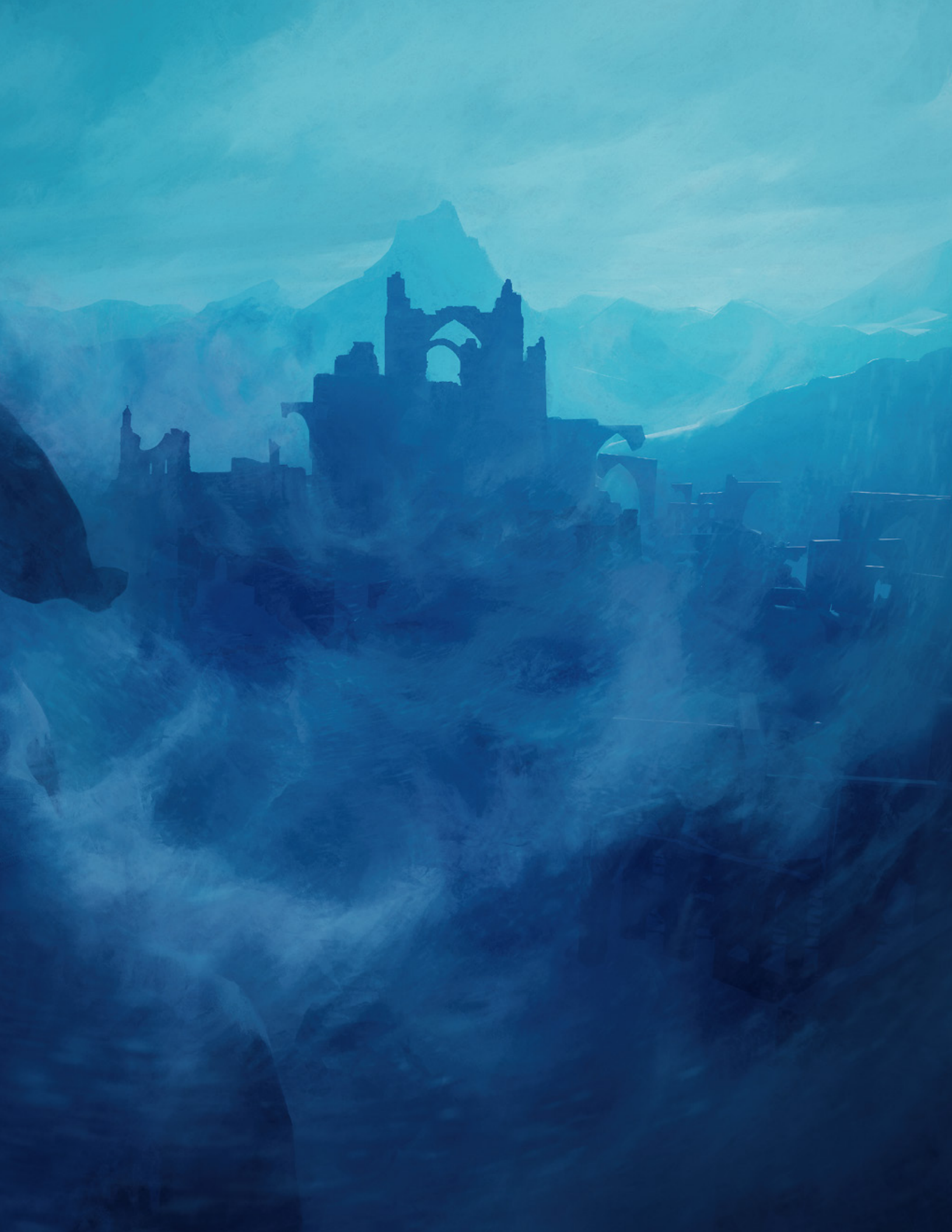
"Ages ago, the ancients dreaded the lands they did not know, and fought fiercely for the ones they did. In this day and age, however, no one yearns for conquest anymore, and nightmares are beyond the horizon just as much as they are by our side."

- Alysàndira, Lunar Sorceress of Grey Folk -

This chapter explores the Known Lands of IÛrmen and the dying world that stretches before your eyes.

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IÛRMEN IN THE LUNAR AGE

The Earthly World fell into darkness in the year 582 a.L. and the evil that broke free in Xivanis reached every corner of IÛrmen. A day that came to be engraved in the memory of all peoples and was forever known as the “Last Sun.”, the first day of the Lunar Age.

In the following decades, the world has radically changed. Many races died out in the chaos of the early days of darkness. Many overground cities fell, and the World Below was purged of its inhabitants and overrun by Abominations. A handful of strongholds and settlements stand against it all and became the last safe havens in a ruthless and ghastly world.

The Lunar Age of IÛrmen is now in its 115th year, and only among the Anireth and the Rizadrin, the most long-lived races, some still live who remember the world as it was before, but not for long.

NIGHT WORLD AND MAGIC

The use of magic has radically changed throughout the ages: in the Lunar Age, the sources of arcane power are hopelessly led astray by darkness, and the employment of spells is a dangerous practice.

Harnessing the magic weave of reality has become harder due to the merging of the Dark Mirror with the Material Plane that made the immanent powers of Existence highly unstable.

The arcane balance studied by magic users since the dawn of time has nearly vanished, and both sorcerous and supernatural powers can easily consume the soul of the practitioner. As of today, few have mastery over enchantment, and most come out of the process corrupted.

LUNAR DAYS

Days in IÛrmen are swallowed in an endless night, for the sun is dead and the otherworldly veil separating the Dark Mirror has vanished. Still, the people of IÛrmen found a way to keep track of time.



Nights are frigid and sombre, yet the Moon illuminates them, even if scholars still debate whether the moon mirrors the light of other celestial bodies or shines of its own. The Lunar Cult endorse the second theory, for Mirithlen merged with the pale aster and ascended to godhood.

Days are far gloomier than nights, for there is no light in the sky, save the faint one coming from cold and aloof stars.

ENDLESS WINTER

Decades of darkness and death drew the Material Plane closer to the Dark Mirror from a morphological and a climatic perspective: the sun no longer warms beaches. Mountains and valleys and green plains are infrequent. Most woods died or became spectral, cloaked by mist and silence.

The presence of the last Primes is the only thing that still grants some life, which allows cultivation of only the

most resistant plants and the persistence of some woods and meadows.

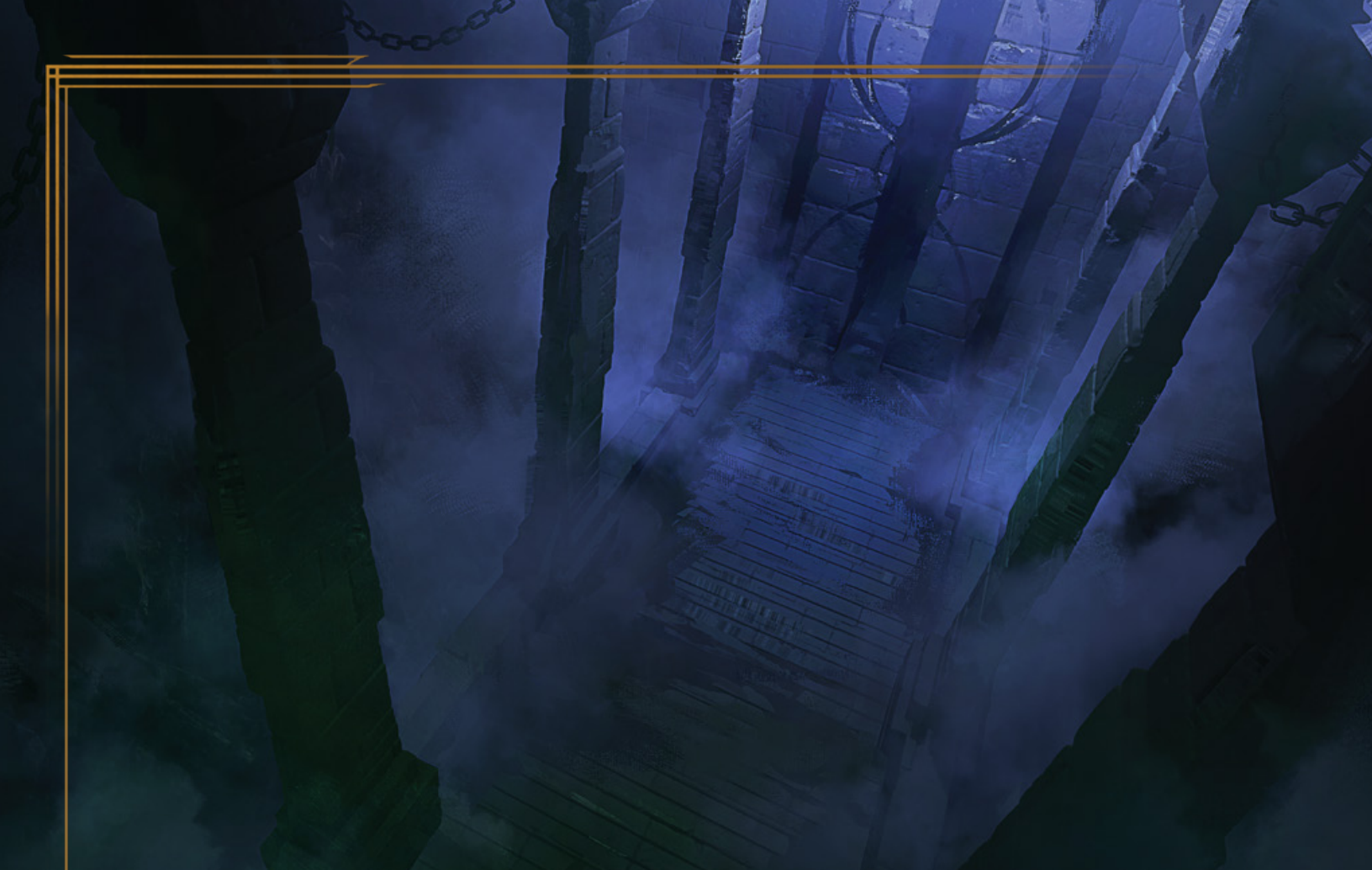
Eternal winter laid on the world and many areas are harsh, wind-swept, and covered in snow. The fauna is also affected by the sudden climate change and beasts are ravenous and distrustful. Everything has changed and no one would smile anymore, if not for the terse aurora shining over the world on rare nights.

KNOWN LANDS OVERVIEW

Iürmen is a very vast world, and many lands stand unexplored after thousands of years. The most relevant events, however, have always happened next to the huge Province of Thur, the Thurinthian Empire, the centre of civilization.

In the aftermath of the Last Sun, darkness has turned

KNOWN LANDS



life in the Material Plane so harsh that cities and wild lands are but a wreck of what they once were. Crossing woods and marshes is an endeavour dared by few, and sunless days can dull even the most resilient souls.

Frost blankets what was once a lively and civilized land. Survivors are holed up in a few defensible outposts, such as the ruins of old cities or villages secluded from the world. Travel in the Known Lands are long and dangerous: if trespassing the borders of the known world was not safe in the past, then now it is nothing short of insane.

ABANDONED VILLAGES AND WRECKED TOWNS

In the Lunar Age, what once were joyous towns are now silent wastelands of memories. Forgotten places where the night is swarming with the spirits of the damned, lingering in their houses where they once lived. Populations have been decimated and the few travellers might spend days, if not weeks, without finding any inhabited places.

THE WRAITH COAST

A vast inner sea that borders the entire Province of Thur and divides it from the abandoned lands of Sarneum. Thick fog and the wailing of drowned sailors await the few reckless enough to sail these accursed waters. As dreadful as the crossing may be, the secrets that lie hidden among the bones of long lost Ishdrim still prove to be irresistible to hearts and minds.

THE WORLD BELOW

The name commonly given to the lands below the surface and the underground kingdoms: it is the place whence the subterranean races like the Rizadrin fled, forever surrendering their homes. The Last Sun laid waste on entire communities and most dwellings are now destroyed ghost towns.

It is one of the most dangerous places on Iürmen, for the Dark Mirror let its horror loose here first, and moonlight never shines on it. Now, it is under the rule of Taranta Nera, an Echo of Death that took material form and presides over ancient underground cities along with its kin.

The World Below is as vast as the World Above and its tunnels crawl under all of Iürmen.



HOLLOW ISLES

In the far northeast, the mists of the Hollow Sea hide a chain of cold islands, extremely ill-suited for life.

These mysterious isles were thought to be the native abode of the first great dragons, for the only buildings on it are altars and temples to the Cult of the Serpent.

Albeit no civilization ever settled here, and the dragon worshippers are thought to have disappeared, recently strange fires can be seen from the coast. It is as if the spirits of the dead and restless want to draw the attention of the mainland.

FORGOTTEN EAST

In the easternmost region of the Known Lands ancient temples amidst the mountains lie, standing out of clouds and jagged rocks.

What once was a sacred place to the Beronzin, who often pilgrimaged to those peaks, is now a solitary and forgotten region of hazardous climbs, where snow took the place of grass and old woods have gone bare.

Most trails are impassable, so the mountain chain at the end of the continent is not easily crossed. Angry wraiths lurk about, and dark creatures emerge from the many open breaches to the World Below.

ALPER HIGHLANDS

The northern region of Iürmen, a compound of icy peaks and inhospitable dales. Here, Lunar Age winter is frigid as ever and in nights are dreary, days are drearier.

Harsh even in gentler ages, this area made the Alpern the hardest of peoples and was home to giants and semi-divine creatures unknown to most. The ancient mysteries of the

glaciers are not yet completely dormant and the fearless ones who dare the peaks will be rewarded with death or glory.

WHITE PLATEAU

A once lovely rural area turned into an eerie tundra. Frozen remains of livestock and ravaged farmsteads covered in a silent, opaque dew are the only record of past life.

Ironically enough, even though the White Plateau is not the coldest place in Alper, it is the most desolate. Wayfarers fumble in the mist and are driven to madness by whispers, or discover mass graves dating back to the aftermath of the Last Sun when they lose their footing.

INNKELCH VALLEY

This valley is the last known location before the impassable mountain range dividing Alper from the mysterious northern lands known as Asvizert Realm to the Alperns.

Just as in the Forgotten East, landslides and earthquakes have erased what trails or caves could take travellers beyond. The few Alperns that still reside there are stubbornly tied to local tradition and mistrust the outside world. The only place of interest, along with Mairan, is the Dreamfrost Hideaway, where a legend about a local Saint is passed down as a warning to further generations.

NORTHERN LOOKOUT

The last stronghold in the region, the lookout dominates the gorges of Alper and its tower fires can be seen from miles away, a beacon for soldiers and hunters to find their way to safety. The construction is stalwart and stern, and large enough to harbour the waves of refugees that never seem to cease.



As welcoming as a fortress in a dying world can be, the native Alperns of this lookout take in Anireth, Krampus and Gray Folk. Its substructures, the former dungeons, shelter a mixed community of Rizadrin, well-received Vampires and Night Faelings that have built an underground citadel, reminiscence of their lost lives in the World Below.

This underground town is the only place where the Lyvar do not feel like outcasts and can feel free to stay and take a rest. Beneath the corridors and the wide halls there is an ice cave that passes through the mountains to the Wailing Mire, and has served as an escape route in ages past. At present time, the cave is guarded, wary of what may lurk in the frozen alcoves.

LAKE OF MOUNDS

North of the Known Lands there is a frozen lake so large it was thought to be a sea. On its shores the Alperns who resided in nearby villages buried their dead. These hallowed grounds are covered in burial mounds, altars, and other places of worship where forefathers, great heroes, and influential leaders were once remembered.

Now, these shores are just another abode for enraged wraiths.

Though the small village of Darkmist still resists and welcomes Garnar refugees to its hearth, few travelers dare to visit. The villagers, expert hunters and pathfinders accustomed to the perils of the darkness, were until recently able to protect the village and carve out a meager existence. Desperation led to accepting the aid of Lunar Cultists in exchange for its people converting to the worship of Mirithlen. An accommodation that has so far proven successful.

Some of the other villages surrounding the lake, abandoned long ago, are extremely dangerous. Especially Bedrock Barn, where packs of vicious vampires hide, waiting for their opportunity to seize power in Alper.

THUR PROVINCE

Located in the center of the known world, this vast region harbours some of the most glorious ruins of the old First Men's empire.

The blight that defiled the world sparked from its capital, Xivanis, making this area the most corrupt in all of Iürmen, together with the World Below. In the depths of the fallen capital



of Thurinthian is the core of everything: the otherworldly tear in reality that paved the way for the horrors of the Dark Mirror.

WAILING MIRE

Dark tales of sorcery and ghosts surrounded this misty bog long before the endless darkness was laid upon the world. Fog so thick that not even death can reach those who wait in the fog, namely witches and other unnamed nightmares.

The dark morass hidden amidst the misty woods is a place for perdition, and those who wander do not come back, sleeping forever in the shadow of the mountains bordering the Alper Highlands. Only the very foolish dare enter voluntarily, seeking dangerous pacts with the witches of the bog.

Old trees, rooted in filth, whisper of madness alongside the crones reciting their litanies. The vilest of covens are said to have their origin here, like the Trudens with their cruel eyes looking towards the Innkelch. The current inhabitants defend these tradition and sacred rights, luring unwary wayfarers to their death.

RUINS OF XIVANIS

Above the sunken halls of Thurinthian lie the ruins of the second capital of the Anireth, whose high towers are now nothing but debris, for everything began and ended there. Black sands, dust, and ashes cover the silent buildings.

Nothing moves amidst the archways and the wide paved alleys save for the few survivors, corrupted sons of the first possessed.

Alone in the devastation the statue of Mirithlen stands untouched, peerless in her majesty, utmost symbol of hope at the centre of extreme desperation. Adventurers say that she stands next to the archaeological site that leads to Deep Thurinthian, as a bastion against what is darkest.



DEEP THURINTHIAN

“Beneath Xivanis’s spoils a capital of old slumbers restlessly.”

– Angbelbar, vagrant Medium –

The very halls of ancient Thurinthian, where evil first came into the world on account of man’s search for what was lost. The splendour of the earliest empire can still be admired as it was, suspended in time and darkness. Nonetheless, these ruins conceal vileness and secrets and are definitely the most inhospitable place on Iürmen.

The Archmaester himself rules over the ruins and the outcasts and Unholy Sacrament cultists that have chosen this place as their home. His loyal followers guarding the temple where the Sages of the First Age used to oversee the world of men.

In the unnatural crevasse opened in the Council Hall lies the portal to Ënferun. To death and damnation. To the origin of the Night Eternal.

RINALTA’S REMNANTS

Once a wealthy town on the shores of the great lake, renowned for its strategic position for commerce and craftsmanship across all of the Anireth’s first kingdom, only eclipsed by Thurinthian’s greater lavishness and arrogance.

The same seism that cast the capital underground buried Rinalta at the bottom of the lake, whose hazy waters sometimes reveal domes and spires as a testimony of the treasures waiting in drowned estates.

MOURN WASTES

The expanse surrounding Xivanis were the first to be ravaged by the Dark Mirror leaks, so the devastation and corruption they still suffer come as little surprise. Sands like cinder and nauseous fumes enshroud the twisted, horrific remains of both civilization and wilderness.

The most deformed creatures in all of Iürmen creep amidst the ruins, ever trying to drag the living into the shadows where unspeakable horrors await.



OLD WAY

In ancient times, when men traded goods and culture fruitfully with the Beronzin, a large route connected Thurinthian and Aresya, capital of the satyrs. When Thurinthian sank and Xivanis took its place the route kept its function, although worn out by the sands of time and turned into a silent, melancholic landscape.

Though it is far from safe, the wide road still is the best alternative to cross the province and get to the south-eastern regions of the Known Lands.

Halfway between these ruined cities stands Benistat, the last Anireth outpost in Thur and last safe haven for miles. A place where priests, clerics and soldiers guard the palisades, and where Lunar Cult and Old Tradition devotees keep the shadows at bay.

LOST ARESYA

The once thriving kingdom of the Beronzin satyrs is now a dead flatland of silent pastures, putrid forests scattered with ruins of stone temples, and ritualistic megaliths. Grieving souls meander around in the deathly quiet brought on by the Dark Mirrors' influence.

GRASSLAND OF THE ANCIENTS

Named for the colossal olive trees said to be physical manifestations of Primes connected to nature.

Amidst the bushes and the fields stand monuments dating back to the empire of the First Men, and druidic monoliths raised by the Ejre when they claimed this land as their own. Roads that once were pulsating arteries of trade are now much less safe. Here ends the Old Way, which overlooks a wide silent plain, the only place not yet rotting in Lost Aresya.



OLD CIVIS

This distinctive town is the only Ejre safe haven in the whole region.

Built around one of the great olive trees of the grasslands, it is the centre of Rahidra's power. Its white lime walls and stone roofs mix with straw huts circling the roots of the great tree-sanctuary.

The outpost is well defended and, thanks to the perseverance of the apostates, is the only place where the power of the Primes persists. Foreigners are usually welcomed but watched closely for any threat to the sacred core of druids.

SYLA WOODS

An extensive area of dead trees littered with the bones of satyrs who rise to protect it from creatures of the endless night.

It was once the safest path into the east, but in the Lunar Age it is a place for wrath and doom. Many wizards who have mastered the dead energies of nature, see it as a place of power and not just a sanctuary for vengeful, primal spirits.

RAVINES OF THE ENCAGED

In the eastern side of Lost Aresya are hills and plateaus, crossed by gorges and crevasses so deep that moonlight barely reaches into them. Banks of fog fill them, and the bottom is impossible to see.

The small village of Gloomvale holds onto the very rock of one of such ravines, mainly sustaining itself on hunting and

trading with the outpost of The Mark.

Despite its gloomy appearance, the village carved in stone is highly defensible and sometimes its inhabitants descend into the lower mists with the aid of rudimentary lifts to drive the vicious creatures of the depths away. Most of Gloomvale's denizens are just passing through and come from all corners of the world.

Every mountain in Iürmen hides entrances to ancient Rizadrin cities, but most are in this area. Quarried in stone, mostly collapsed or sealed, they lead to the horrors of the World Below.

EASTERN MARK

The land Anireth colonized last, led by the warlord Erven, forefather of the Gray Folk.

The Mark is the region nearest to the Forgotten East and is walled to the west by the Elder Peaks, above which one can admire the vastity of the area. It ranges from the Hollow Sea to the north to Lost Aresya to the south, so it is very well connected.

In the Lunar Age, it is a place filled with perils and popular legends now turned into vivid nightmares threatening the refugees. It is nonetheless the most densely populated and best defended place on the continent, for it encompasses the two most important settlements in the modern world: Ervenrun and Owlrock, stalwarts against darkness.

In the midst of its plains are the ruins of old county seats, such as Arberon, now known as Dreamstrider Haven.

OWLROCK

Owlrock is a small village dating back to 49 b.L. near the roots of the southern side of the Elder Peaks. It was built and manned by the Anireth soldiers that conquered the area and eventually blended with the Gray Folk. Even some Alperns settled there over the decades in their southward migration and the village became an important crossroad.

After the cataclysm, its denizens were slain or driven away by the *Undead*, until the Rizadrin emerged from the World Below and restored it as a safe outpost and made it the founding site of the newborn religion known as the Lunar Cult. In most recent times, its fortress, seat to the new baron, became the Lunar Temple, also known as Mirithrun ("Silver Haven", in the First Tongue) and is the core of the new creed.

The village harbours several different ethnicities despite its diminutive size and is protected against the threats of the outside world.



Many come seeking warmth from the braziers along its alleys and protection of the Cult militia, populating the village. High Priestess Anvernia, an aloof yet steadfast Rizadrin, rules there.

ERVENRUN

Known as the White Town, this forlorn outpost, once forbidden to common people, was the fortress of Erven the Mighty, forefather of the Gray Folk. His relics were once kept here, along with his body, becoming a destination for pilgrims who believed he would lend them his strength. Also, tradition demanded regents had to pay homage on the day of their election.

All of this went on until the advent of the Lunar Age, when it became a fortified citadel on the heights, and houses numerous survivors.



The White Town leans against the cliffs and its many layers end in the underground where the Anireth enclaves dwell and the outcasts take shelter. When the world fell apart and the skies darkened, the old catacombs were sealed with Erven's spoils inside. Haunting echoes from the shadows of the mountain and ghastly voices still call the name of the buried king.

Still, the catacombs are considered to be hallowed grounds, where revenants from another time guard the hero's remains in their regal crypt. No one has dared to enter since the Last Sun, and the massive portal has since remained sealed and forbidden to all by the Wardens of the Dead.

FOREST OF STREGHI

Where the lost empire of the First Men borders the Mark, an old wood of dead trees stretches for leagues.

It is named after legends of old primal spirits, connected to Ènferun since before the cataclysm. This wood is so thick and wretched that the deadwood obscures the moonlight as if it were a canopy.

Amongst the spirits and imps infesting it, the Streghi are the most numerous and dangerous, luring adventurers to their doom. Haunted barns full of long-lost memories stand in the few clearings.

MARSHES OF THE HOLLOW SEA

Once thriving and fertile, it is now among the vastest and ghastliest marshes on the continent, where ruins of rural buildings can still be found amid the willows.

An odd atmosphere of bubbling puddles where unknown creatures make unsettling noises, and the air is so damp that it is hard to breathe.

Some old trails leading to the sea still exist but straying from those can instead lead to drowning. Travellers who eventually find their way often light the old signal pyres for those who follow.

KINGPOST

In the easternmost mountain crossing, in the heights that border the Forgotten East, stands a crooked stronghold perpetually covered in snow.

The cataclysm secluded it from the rest of the world, and the prisoners, soldiers, and regents inside it were abandoned to an unknown fate, for none have since reached its high perch.

Still visible from afar when the weather clears, it remains the only way to go east without climbing the harsh mountain range. It is composed of two towers carved in rock, connected by a narrow bridge suspended over the abyss.

RUINS OF PENUMBRA

Amidst the middle flatlands, next to Vaas village, wayfarers can see buildings in the fog, wrecked by a war dating back to the first years of the Lunar Age. These ruins are what is left of Penumbra, as erased from the lands as it is from memory and maps. Many fell fighting the creatures of the night in defence of the Eastern Mark and the refugees fleeing to Ervenrun.

HISTLITH'S SPEAR

This mountain town is named for its founder and benefactor, Hislith, Erven's daughter, great huntress of the Gray Folk.

For centuries, it has been a strategic vanguard for its people, but now all that remains are one tower and some ruined homes on a remote pinnacle.

There is no reason to venture into these ruins since there are rumors of ghosts and curses wandering about. Some even speculate that it is the home of the matriarch of Iürmen's vampires, Acirenzia herself.

SARNEUM

In the deep south of the Known Lands, a scorching, rocky desert stretches to the unexplored horizon: the distant lands that gave birth to the people of Ishdrim.

It is now completely abandoned; sombre yet sublime as the moonlight tinges the cold desert plains in silver. Old, exotic settlements can still be found, while others are nothing more than rubble, sands, and shadows.

Crossing the Sea of Wraiths to Sarneum is a quest for the most fearless, or the most covetous, as both wonderful riches and deadly horrors are said to lie beneath the sands.

KERÀDOS ISLES

An island chain off the northern edge of Sarneum's shores, whose largest island is in fact a dormant volcano. These lands were given by the First Men to the Ishdrim as a token for peace.

The town of Katàn stands out of the black rocks, ruined by the passing of time and by the evil that transformed Iürmen. It is said to be the birthing place of many myths and forbidden mystical practices, such as a branch of the Cult of the Serpent that worshipped an ancient dragon that was one with the black mountain since before the coming of the First Men.

Roghudi was its name, and the Last Sun awakened it from the ashes of the volcano as an enormous dracolich, and it wrought desolation upon the isles. As of now, this dreadful creature is said to be guarding the still-smoking ruins of Katàn.



MAKSAFÀR

Sarneum encompassed several wealthy cities of opulent palaces, well-supplied markets, and major ports. The most splendid among them was Maksafàr, the Ishdrim capital and their cultural and religious core.

It is one of the few standing capitals of the Known Lands, looming over the coast as both a beautiful and dreadful sight for sailors in the Sea of Wraith.

Legends are told about the magnificence and lavishness of the city, and many amongst the Ishdrim try to reclaim it from the solitude of the night. Still, few have ever returned and tales of what lurks within are confused and inconsistent.

FIERY LOWLANDS

The largest desert in Iürmen, has lost its fiery red and golden hue to the silver of moonlight and to the darkness of sunless days.

Only the locals knew how to navigate across its dunes and rocky hills, and all others avoided it. Ruins so ancient that even the Ishdrim forgot about them and tombs of dead kings overflowing with riches lie buried, waiting to be explored.

TEMPLE OF THE SANDS

A sandstone colonnade lies in the desolate crests, a place of worship where ancient Ishdrim kings went alone to commune with the Sun God. It was also the last known structure before the endless sands, renowned amongst the locals for its symbolic value.



CHAPTER FIVE

ADVENTURERS OF THE NIGHT

"The darker the night, the brighter the courage of those who cross it. As long as my soul allows it, I will not allow myself to fall back in the face of horror."

- Milek, Lunar Cultist of the First Men -

This chapter describes the various ethnicities, specializations, and backgrounds that nocturnal adventurers can choose from: a guide to the creation of your characters in the dark night of Iürmen.

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WANDERING IN A NIGHT ETERNAL

"Working all day: such was the life at Owlrock. Contributing in every way to the survival of the city is everyone's duty and I just wanted my family to have a safe place to live.

That night, I came home pervaded by a strange feeling of anguish. The cold leaked from the walls and the silence was broken by feral guttural breaths. The spade fell out of my hands when I saw my wife tearing the flesh out of our dog's lifeless body, forcing our son to eat it. Something black and liquid filled her once brown eyes, feeding on our child's horror. She sneered sadistically, moved by something dark that had grasped her soul. I was forced to pick up the spade and put her down in front of our son.

This is how they act, they seek the most fragile among us and corrode their spirit. Few can resist the wounding of the soul and lose hope in their hearts after seeing the horror of glassy cruel eyes, once belonging to loved ones.

I could not go back to that house, so I grabbed my son and took him away from those walls rotting with hate.

Something was lingering within, eager to keep tormenting me and my child. There was nothing left to do but waiting for someone reckless enough to free that place from evil."

In the world of Iürmen, the horrors of the night are a constant that every survivor must adapt to. Most of its inhabitants were born in the eternal darkness, and in it they perpetuate their existence. What moves the spirit of these people is often terror, but also a firm will to restore a balance and a new form of civilization that can withstand the burden of evil in this new era.

The instinct for survival is often paramount, giving rise to scenes of conflict between survivors or between small settlements that compete for resources. The most organized outposts, on the other hand, collaborate, protect themselves and desperately guard what remains of the living. Nevertheless, the collective mood is grim, leaving room for mistrust and xenophobia.

It is in this miasma of uncertainty and fear that those who roam in the night sometimes rise to the challenge. Nocturnal adventurers are moved by motives different from those of ordinary people, capable of giving them the bravery and the recklessness needed to venture into the unknown. Some swear to show no fear or hesitation in the face of evil, eternally tormented by the death of a loved one. Others are animated by an unwavering faith or by the hope of salvation.

Still, others embrace the darkness, pursuing their own ends without fear of consequences. Even amongst such individuals,

however, few people crave the total nullification inspired by the Echoes of Death.

All characters, both players and NPCs, participate in a carousel of events to establish new balances in a dying civilization.

CUES FOR CHARACTERS' MOTIVE

Before starting a campaign, it would be especially useful for the *Night Master* and the players to make a detailed Declaration of Intent!

Adventures in the world of Iürmen are always characterized by dangerous enemies, journeys through bleak and desolate heaths, and visions of horror which would put even the bravest to test. Still, some individuals decide to brave the road. Some choose to fight, hunt down monsters, and put themselves in extreme situations. What can be the reasons for such stubbornness, or foolishness?

The motivation and history of the individual characters is fundamental to making sense of the party's journey, intertwining them with the story narrated by the *Night Master*, and creating a narrative motive that can allow players to identify with the choices they will have to make. In this setting, it would be useful to write a couple more lines about your story and take advantage of the Backgrounds described in this manual. Here are some tips that can inspire players when they need to devise the reasons for travelling while playing their adventurers.

- **An unusual source of income:** Resources are limited and a place in the community is often denied to those who do not know how to make themselves useful. The character manages to do what many can only imagine and is not afraid to hunt down the creatures of the night. In doing so, they could survive long enough for rumours of their exploits to spread, making them sought by the needy, and thus always finding open doors as long as they lend their strength and audacity.
- **No hope:** The character's emotional resources are depleted. Everything is lost and every reason to live seems in vain. They advance by inertia, trying to reunite with what they have lost and to achieve a death worthy of concluding their story. Despite the apparent pessimism, these characters can hide a remote desire to re-emerge from anguish to find new reasons to live and fight: new people to protect or a noble purpose to pursue before their existence comes to an end.

- **Noble ideal:** One of the most common motives among adventurers is faith in something superior. A dark and unknown evil has swallowed the life and inhabitants of Iürmen, and nothing remains but to rely totally on the will of the gods and literally on their commandments, in the hope of a new beginning. They will carry the verb of their doctrine to brighten the afflicted and hunt down the sworn enemies of their divinity.
- **The search for someone or something:** A son lost in the mists of the moors, a legendary object for their own culture, a monster that has razed an entire village to the ground; these are motives enough to push some characters to wear a cape and go into the night. During the journey, the bond that has been established with the party of adventurers you have joined may persist even after the end of your personal search.
- **Scars of the past:** growing up in the Lunar Age involves trauma and tragedy, and some characters vow to prevent such dramatic events from happening to others. The will to make a difference allows these individuals to endure a life subjected to a constant danger. They are often looking to deal with threats that in the past have left them with a sense of helplessness.
- **There is no turning back:** It is not unusual for even the most common of people to find themselves embroiled in matters larger than themselves. A city guard looking for a creature, a nomad who is missing, a scholar forced to turn research into practice: Unforeseen challenges have found them having to rely on their resilience to face what awaits them in the shadows.
- **Dark vocation:** Some characters develop a real obsession with darkness and learn to draw power from occult and terrifying forces. They could set off on a journey in search of dark artifacts, forbidden knowledge, or simply experiences at the very edge of reality. They may find themselves helping other people, but their goal will always be to impose themselves in this new society thanks to the abuse of something vile.
- **Curse victim:** Characters may encounter malicious entities, either by accident or voluntarily. Often these interactions include terrible afflictions and dark spells that make a mark on the adventurer's soul. These characters set out in search of a way to untie the curses that afflict them, their loved ones, or even the entire community to which they belong.

LANGUAGES OF THE KNOWN LANDS

Iürmen is an old world where different cultures and civilizations have risen and fallen. This historical heritage is passed down in the customs and languages of the survivors.

Over the millennia, different languages have merged into a single language that everyone could understand; nevertheless, ethnic idioms are still widely used.

WILD JARGON AND PRIMORDIAL RUNIC

Wild Jargon is a very ancient language, precursor even to the First Language. This was the language of the early Satyrs before they split into Beronzin and Rizadrin. Wild Jargon is an oral idiom corresponding to Primordial Runic, a runic alphabet whose characters can represent both phonemes and concepts and images. This language was transmitted by the Golden Satyrs to the Ejre, who still use it.

A	B	C	S
D	E	F	A
G	H	I	R
J	K	L	N
M	N	O	E
P	Q	R	S
S	T	U	I
V	W	X	D
Y	Z	SAR	I
TR	EJ	SH	R
	SPACE	DOUBLE LETTER	ACCENTED

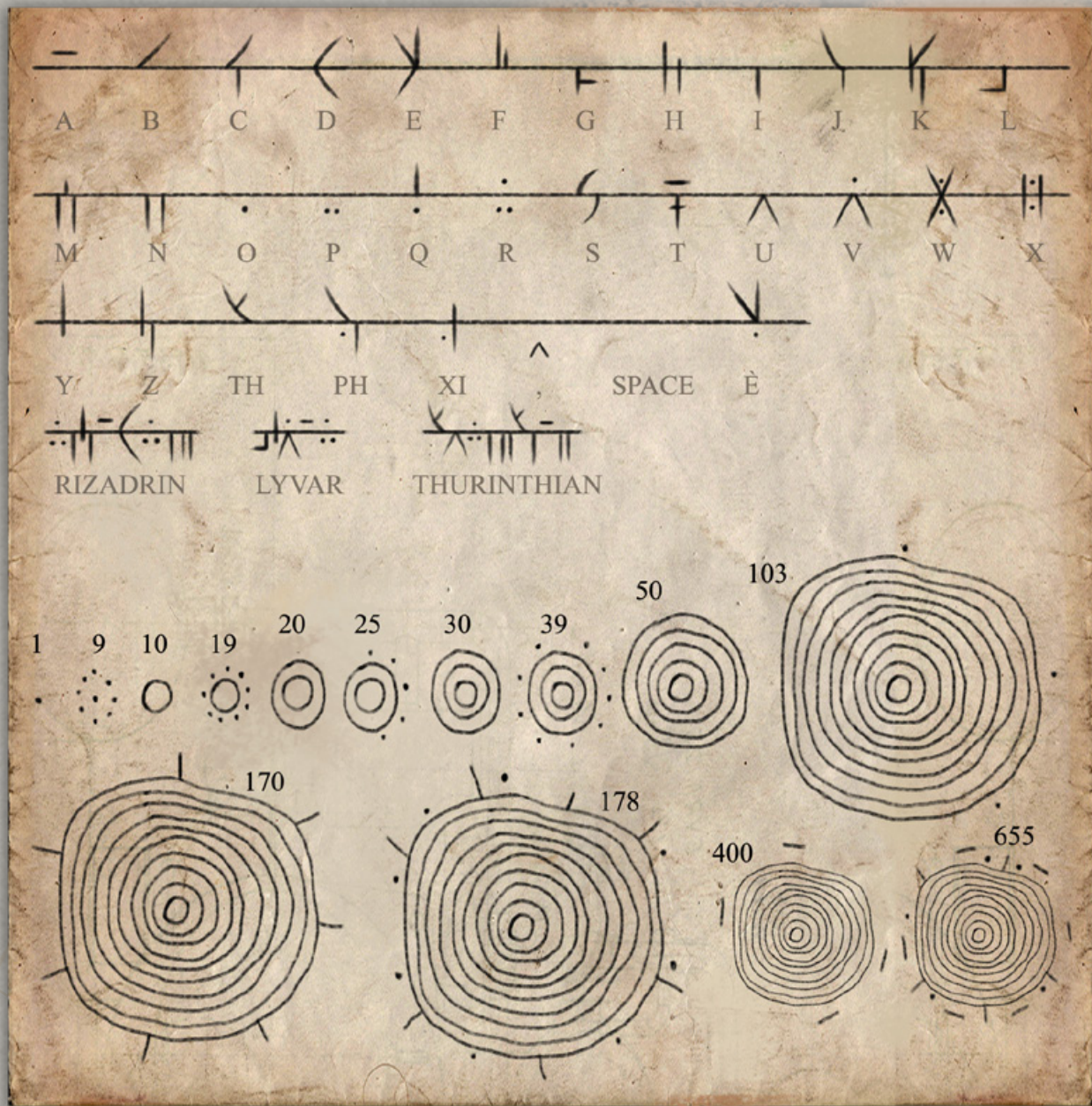
AIRNE BIRD OF PREY	BURMU STORM/THUNDER	CSEY DIFFICULTY
DWAIK FIRE/HEAT	ELENI HOMELAND/HOUSE	FIRNE MOTHER
GOTHÜR DRAGON	HANXO WOLF	ISHLIR SWORD
JOTHA HUNTER	KORRN SNAKE	LUZÄN WITCH/WIZARD
MOTR ROCK	NOTR ICE/COLD	OKÄI CAVE/DUNGEON
PELSA LIFE	QUUN'RÄ SHADE/NIGHT	ROKZO AXE
STEJV HONOR	TRIVI PEOPLE/FOLK/RACE	UUDIT COURAGE
VITHRU CHIEF/KING/QUEEN	WIRITHRU FELINE	XAENN WAR
YULSHU SPEAR	ZANA LOVE/PARTNER	SARKOR LIGHT/DAY
TRIVJT TREES	EJRZIN MOON	SHUNA MAGIC

LANGUAGE OF STONE

The World Below was once densely populated by people who employed the Stone Language. Even today, cultures descended from those people use this idiom. The Rizadrin were the ones who devised the numbering system used by all the peoples of the World Below.

In the World Below, these numbers were engraved on valuable minerals, acting as a currency for local populations. To date, such finds are difficult to salvage and greatly appeal to collectors.

The numeration worked like this: a central dot indicated 1, and around it there were marked as many dots as the digits that were to be added. From 10 onwards, concentric circles were used to indicate decimals, with dots around them indicating the numbers added (e.g., 2 circles and 3 dots = 23). Concentric circles ended at 10 and represented 100, and from there the additional decimals were indicated with lines starting from the last circle. Finally, when these lines reached 10, they were replaced by bars to indicate the multipliers of the hundreds (3 bars around the hundred meant 3 times 100, so 300).



FIRST LANGUAGE

The first language used by mankind in Iürmen. It was created by the Anireth and was used over the centuries and throughout Iürmen by other human cultures. The First Men still remember it and employ it, despite the advent of the Common Language. From it derives various dialects, among which the Common Language stands out, merged with elements of languages belonging to other ethnic groups.

The Rizadrin also gave the First Language symbols written for numbering, different from those they already employed, and these are used almost by everyone, except by the inhabitants of the underground.

WHISPER OF THE ECHOES

This mysterious language is nothing more than the voice of the Echoes of Death and the creatures of the dark. Listening to such senseless rambling means risking one's sanity, and only those who have a strong connection to the Dark Mirror are able to speak it.

It also seems to include some untranslatable symbols, which are sometimes transcribed by those who want to open a door to the dark world of Ènferun. Still, no one has ever been able to attribute meaning to these glyphs, which are called Nightsigns, let alone transcribe them, unless they are inspired by dark beings.



ETHNICITIES

Many ethnicities in the world of Iürmen have died out because of the Last Sun, some forgotten forever and others whose memory is more tangible, for example the Beronzin.

ANIRETH – FIRST MEN

FORGED BY DARKNESS

Once human, corrupted by the Secondary World and its icy power after the fall of Xivanis. All that remains are a small number of them, often unseen by other populations.

RISE AND FALL OF THE ANIRETH

About three centuries after the truths were revealed, Thurinthian survived only in memory, mainly because of the fragmentation that mankind suffered throughout their ancient history, characterized by political conflicts, geographical expansions, and religious schisms. The two main causes behind the city's abandonment were the disastrous earthquake of the year 275 a.L. and the civil wars that followed.

The new capital, Xivanis, was built above the ruins of the previous one. This city, far from the honour and prestige of the previous one, was the capital of what remained of the old province of men, who had now proclaimed themselves Anireth, or "elders" in the First Language. Their society had remained faithful to the previous legislature, with the Sages in command and a social order divided into castes, but the greatness of their ancestors was now lost.

The continuous wars and secessions of the First Men had thinned out their aristocracy, as only the nobles had the right to form armies and could lay claim to new lands. The need to form new social castes had already upset Thurinthian society, and this instability persisted in the disastrous new capital. This led the Seven Sages of Xivanis to endorse new social roles and, at the same time, to lose sight of the





warnings imposed by the doctrine of Truth, focusing exclusively on politics.

The Anireth's mistake was to abandon the Ancient Tradition after three centuries in order to seek new power in the underground city where Lagoran's secrets were hidden. The warnings from neighboring cities were useless, as the humans craved the splendours of old and were convinced that the ruins of Thurinthian held the key to the power of the First Age. Soon, their remaining morals and intellectual values were diminished. They could not see the blasphemous threat that awaited them at the end of their search, or that the memory of the ancestors was bound to a cursed place, for in Thurinthian laid the shroud of the Dark Mirror, and the stone was rife with evil.

It was in that forgotten place, where the Anireth sought bygone glory and hid from their depressing day to day life, that evil infiltrated the world from an open door left ajar centuries earlier.

Dark clouds in the sky obfuscated the celestial vault, while the dead came back to life and grieving ghosts came to haunt the eternal night. Thus, the men of Xivanis fulfilled the Fourth Truth, and every inhabitant of Iürmen experienced death and terror. That day, and for every day to come, the hours were punctuated by the only glow that still lit up the

sky: the Moon, renamed Mirithlen in honor of the one who alone escaped the horror of the otherworld.

THE ANCIENT SIN

The lust of the First Men, the lineage of the "elders" or Anireth, was such as to lead the world into darkness. This sin has cost the descendants of this noble lineage dearly, relegating them to a life of outcasts and exiles. The remaining Anireths were forever blamed as the cause of the Last Sun and often live alone or are clustered in the Underground Enclave of Ervenrun, the only place they can call home after the fall of Xivanis. In that dark and unhealthy slum, hidden from other ethnic groups, many of them accept their destiny and the responsibility for the sin of their ancestors, striving to prove their worth. Others yearn for vengeance and are still lured to the dark power that hides beneath Thurinthian, in their distant homeland.

The Anireth characters will come to terms with the prejudices of other peoples and the burden imposed on them by the choices of the past. Although they maintain an austere and bleak appearance in the eyes of many, some Anireth have become important members of society, such as Masters of Tradition or Lunar Cultists, or become wanderers and adventurers in order to redeem themselves by facing the darkness.

RACIAL TRAITS OF THE FIRST MEN (ANIRETH)

The Anireth all possess the same racial traits, derived from their dark heritage. Although they are easily identifiable from their diaphanous complexion, ice-colored eyes and silver-colored hair, the corruption of the Dark Mirror can manifest itself with unique characteristics. The player can choose, if they want, to assign a unique physical trait that will make the character more or less monstrous, such as long claws, small horns, a tail, scales or spines, a variable number of phalanges or even strange skin spots in the shape of mysterious symbols. Those born with monstrous traits that are too evident are often abandoned at birth, in order to avoid attracting further prejudice towards the family.

- **Ability Score Increase:** Your Intelligence score increases by 2, and another ability of your choice increases by 1.
- **Age:** Anireth live longer than humans and can live up to 150 years of age, despite having a similar aging process.
- **Alignment:** Anireth tend to struggle against their dark side, although many of them remain neutral or act to help the community; some, however, allow themselves to be easily charmed by darkness.
- **Size:** As a human, your size is Medium.

- **Speed:** Your base walking speed is 30 feet.
- **Darkvision:** Due to your familiarity with life in the darkness, you have Darkvision up to a range of 60 feet.
- **Spectral Translation:** At 1st level, as an action you can phase halfway through to the ethereal plane and move your speed; during this movement, opportunity attacks against you have Disadvantage, you ignore difficult terrain, and can traverse the space occupied by other creatures or solid objects (but cannot end your movement in a occupied space); this feature can be used once, then you regain its use when you complete a short or long rest.
- **Dark Legacy:** You possess a special predisposition to darkness that has contaminated your lineage; starting at 1st level, add your Intelligence Modifier to Soul Points earned at each level; starting at 5th level; you can cast the *detect magic* spell once, then you regain its use after you complete a long rest (your spellcasting ability for this feature is Intelligence).
- **Spectral Presence:** You have Proficiency in Intimidation.
- **Sensitivity to Grim Weapons:** Your connection to Ènferu makes you susceptible to blows from Grim Weapons, as if you were a *Fiend* (attacks dealt to you are to be considered magical and have Advantage); this, however, does not prevent you from wielding them in combat.
- **Languages:** You can speak, read, and write in Common; you can also understand and speak the Whisper of Echoes.

NAMES OF THE ANIRETH

The First Men often bear solemn names: their ancient heritage is perfectly expressed by the sound of their names, sometimes accompanied by expressions or suffixes typical of the First Language, for example the suffix "Len" of "Ithlen" ("soul") for women. In most cases, the phonetics of the most common names are always delicate and elegant, in contrast to their somatic traits deformed by damnation.

Having noble and ancient lineage, it is not uncommon for some to don surnames that belonged to decayed houses of ages past. It is also not uncommon for some of them, on the contrary, to want to hide their surnames, as if to be ashamed of their lineage.

Male Anireth names: Andrein, Bhaneron, Cassion, Drunied, Eloniron, Euwelor, Gmarnel, Iangen, Iùlnurin, Lomderin, Nalired, Osvalon, Phenered, Shuwenol, Surlun, Tharwin, Zaironil.

Female Anireth names: Arindil, Crelical, Cteniem, Dharmalien, Ernilen, Fafmilen, Gwiven, Husmindil, Iùlminal, Lesnemdil, Mirithlen, Naariel, Siraniel, Thanedil, Undimien, Varsilem.

Anireth family names: Bosvil, Dhirmalvi, Farinnvi, Ghirion, Lagrenvi, Olendris, Orland, Thulen, Vuslinvi, Zirmael; they can often present the ending "-vi", which represents its genitive ("Farinnvi" = "of the Farinns").

EJRE - PRIMEVALS

A DEEP DARKNESS

This population has a remarkably close bond with nature and with the energies that permeate the Earthly World. This feature makes them foremost sentries against the sinister advance of darkness. They can clearly perceive the grip of Ënferun encroaching on reality, forcing them to become increasingly fierce and dedicated to their oath as sworn protectors of Rahidra, the last symbol of enduring primeval life.

MATRIARCHAL SOCIETY

The Primevals were once fractured into many tiny clans, scattered across the Grassland of the Ancients. These clans always formed around a Druid that led the family or even the entire community. These leaders have now assembled the tribes, creating a unified clan residing in Old Civis, the city that formed at the base of the Elder Tree .

All of the Druids answer to Rahidra, the one who is as old as the dawn of her people. She was the first leader wise enough to fully understand the secrets of the primitive source of power, making her intrinsically linked to primordial entities. Such access to the energies of life and reality has given her a centuries long lifespan and an appearance closer to that of the gargantuan millennial trees than any mortal. Her life force, however, along with her magical and divine powers, is gradually yielding to the necrotic aura of the Dark Mirror and the beings who dwell there, whose influence on the Earthly World increases more and more every day.

Although Rahidra's strength has declined, the respect her entire people have for her does not fade, as she has never failed to guide them in times of need. Her wisdom and mastery of esoteric arts make her an expert in Lunar Divination, magical arts, different languages, and traditions. There are those who pass on the conviction that she, like Lagoran, was one of the Thurinthian Sages of the First Age, and that she established the society of Primevals after the unveiling of the Fourth Truth, desperate to prevent the inevitable. She structured a cult that adored the Primes, from which she had learned to draw strength, and through it populated the Grassland of the Ancients, dwelling in one of the great trees that had watched over that land for millennia . She remained open to dialogue with other peoples and cultures, while prioritizing the people who had followed her, along with the pagan customs that respected ancient creatures.



ANCESTRAL CUSTOMS

The Primevals are renowned among other ethnicities for their primitive customs, their vocation for mysticism and their strong bond with creation. They are called Ejre, derived from the primordial rune Ejrzin, which literally means "People of the Moon", by virtue of the predisposition towards the various forms of Lunar Divination and the strength they draw directly from the energies that the Primes and Mirithlen have imprinted on Iürmen.

In the Second Age, many welcomed the Ancient Tradition, although maintaining a detachment from the entities of the Sempiternal. The Ejre, therefore, rejected the will to ascend to Sidir after his death, and were the first to consider joining the primitive energies that underlie the Earthly World. This doctrine lies at the root of their fight against the terrors of the night because, should darkness prevail, the Primes would fall and with them the world in which generations of Ejre lived in perpetuity.

Since ancient times, the Ejre have also made myths out of earthly creatures of a minor order, such as Nanni Orku, son of the Primes. Nanni Orku was also a title bestowed on the most talented warriors, as strong as the giant's children. In the Grassland of the Ancients, you can admire many monoliths that the Primevals had once used as places of worship and epicenters of their mystical rituals; tradition assimilated by the Beronzin, with whom they had many cultural exchanges.

RACIAL TRAITS OF THE PRIMEVALS (EJRE)

The Primeval culture blends old customs and wild lifestyles. They often become warriors as ferocious as the large predators or powerful Masciari. Their appearance is similar to that of the Gray People, appearing as common humans, usually in clothes of skins, feathers, with beaded braids in their hair. Many of them tattoo their faces and hands as an apotropaic and ritual custom. The paints and pigments obtained from the earth, plants, and natural elements, are processed, and used as inks and are for them a symbol of oneness with nature

- **Ability Score Increase:** Your Wisdom score increases by 1 and two other ability scores of your choice increase by 1.
- **Age:** The duration of their lives is the same as other humans, although before the Last Sun they lived more than a century thanks to the blessings bestowed by the energy of the Primes.
- **Alignment:** Primevals are mostly good, for almost the entire population is part of the Apostates of Rahidra, preserving customs and traditions and a strong bond

with the faint light of the Primes, for which they are willing to fight strenuously; some of them tend towards neutrality, favoring what seems most right to them, regardless of their creed.

- **Size:** As a human, your size is Medium.
- **Speed:** Your base walking speed is 30 feet.
- **Long Step:** Your speed increases to 40 feet, but only if you wear light armor or no armor.
- **Bond with Life:** Thanks to your particular connection to the Primes, you have Advantage on Saving Throws against poison, petrification, and instant death effects.
- **Source of Innate Power:** You know a cantrip chosen from the Druid's spell list (your spellcasting ability for this feature is Wisdom).
- **Tribal Culture:** You are Proficient in two skills of your choice among Animal Handling, Nature, and Survival.
- **Savage Weapons Training:** You are Proficient with axes, javelins, spears, and short bows; in your hands these weapons deal 1 additional damage.
- **Languages:** You can speak, read, and write in Common, and you know how to read and write in Primordial Runic.

NAMES OF THE EJRE

The Primevals have never given importance to onomastics and often recycle names belonging to older cultures, such as Satyrs and Gray People. Their connection with nature, although dying, very often leads them to adopt nicknames of naturalistic origin. These nicknames are conferred by shamans and druids once maturity has been reached and are a form of good omen for those Ejre who begin their journey through life, with all the responsibilities that come with it. When the men and women of this people do not want to draw on other cultures for the choice of name, they tend to use a runic concept from the Primordial Runic Alphabet to name their children.

Adult Ejre nicknames: Bearded Tree, High Trunk, Pure Bud, White Birch, Cold Breeze, Swallowsong, Starry Sky, Light Bark, Thunder Echo, Prowler Legacy, Night Beech, Vengeful Flame, Shrubgem, Pale Moon, Green Hand, Northern Moss, Clear Night, Rainy Cloud, Fog Eyes, Wrinkled Oak, Windy Lawn, Strong Branch, Rare Flower, Dew of the People, Silvan Blood, Spring Hope, Unwavering Stem, Twisted Olive Tree, Last Tree, Night Trip.

Male names derived from the Primordial Runic: Airne, Dwaik, Gothür, Hanxo, Ishlir, Jotha, Not'r, Rokzo, Stejv, Vithru.

Female names derived from the Primordial Runic: Csey, Ejrzin, Eleni, Firne, Luzàn, Okài, Pelsa, Shuna, Uudit, Zana.

GARNAR – ALPERNS

HARDENED BY THE MOUNTAIN

The Alperns are named after the Lands of Alper, which they colonized thanks to their adaptability to harsher climates. Among themselves they also use the name Garnar, named after one of the last Mountain Giants who inhabited that place, a symbol of might and solemnity. The harshness of their homeland has hardened them in body and spirit and, although they may seem all too blunt, a little rough around the edges, even compared to the customs of other peoples, their most intimate nature is that of a genuine and amiable people.

PAGAN FOLKLORE

Over the centuries, the Garnar gradually detached themselves from the Ancient Tradition, adhering for the most part to pagan cults, more in line with the folklore of the cold north. They pass on the memory of the Giants, their predecessors, who dominated the glacial lands, and of all the children of the forest, born from the heart of the Primes.

Where the human soul struggled to explain certain phenomena and the old creatures of the mountains, the Alperns have always dabbled in studying the ancient secrets to feel closer to the charm and the ferocity of nature. Among the children of the Primes known to men were the Mountain



NIGHTFELL

Giants extinct in the First Age, with whom they had very little contact but immediately learned not to disturb. Once these titans stopped crossing the Lands of Alper, many natural balances seem to have failed, and the magic of those places twisted to darkness.

Then there were the pale Trudens, tall creatures of feminine appearance with lost lineage. The Trudens got the better of the Giants, taking advantage of the sense of honor inherited from the ancestors of the Sempiternal with their cruelty, greed, and manipulation. They are akin to the gigantic daughters of the earth known as Perchtas and strike fear in the hearts of all Garnar.

Those who inhabited the Alper tell tales of the Striges or Strix: half women and half birds of prey, whose power drew equally on the energies of the world and the dark evil of Ænferun. They are often idolized as a symbol of feminine ferocity, and the most cunning amongst mountain community leaders hope to befriend them.

The Garnar have always feared or deified these creatures, especially those who ascended as Perchtas and claimed dominion over the land, sometimes as benevolent disciples of the mountains, sometimes as fearsome tyrants.

BETRAYED BY TRUDENS

The boldest most devoted to old Garnar amongst the Alperns felt outraged by the machinations of the Truden, thus declaring war on them.

At the dawn of the Second Age, as the world was deprived of Lagoran's leadership and the Ancient Tradition took hold, the conflict in the Lands of Alper was resolved. The chieftains of the Garnar agreed to a truce with the cruel-hearted women of the woods in exchange for gifts of power and magic. The Truden vowed to make them mighty like the Giants, and eventually new lords of the northern valleys. Unfortunately, their witchcraft was corrupt and their words untrue: the Garnar traded that new strength for their humanity without even knowing.

The bystanders at the blood pact became feral creatures, later known as the Om of the Woods, giving birth to a wild lineage of monstrous beings, and the entire race of Alperns suffered from the shapeshifting curse, which took centuries to keep at bay. They never again trusted the Trudens, who became their worst nightmare.

Since then, others have begun to call them "Wild Offspring".

RACIAL TRAITS OF THE GARNARS (ALPERNS)

The Alperns are as robust and stubborn as mountain rock, quick to familiarize with strangers and open to contact with other cultures. Although they may seem rude in manners and austere in appearance, their cultural and emotional wealth makes them curious and intelligent people.

Their complexion is white, and their eyes are always clear and glowing. They usually wear their hair, often blond or reddish or more rarely brown, very long and combed in long braids, just like their beards and mustaches.

- **Ability Score Increase:** Your Strength score increases by 2, and either your Constitution or Wisdom increases by 1.
- **Age:** The longevity of the Alperns is the same as that of other humans.
- **Alignment:** Although ancient folklore and memories of the past are still very alive in the hearts of the Alperns, several have adhered to the Apostates of Rahidra in the hope of keeping the spirit of the Primes alive, but their open mindedness often causes them to adhere to any creed that gives them welcome.
- **Size:** Alperns are of equal stature to humans, although generally tall; thus, your size is Medium.
- **Speed:** Your base walking speed is 30 feet.
- **Languages:** you can speak, read, and write in Common, and you know how to speak Wild Jargon.
- **Sturdy Arms:** By virtue of their superior strength, Alperns can wield greatswords, mauls or greataxes with one hand; held with one hand, these weapons deal 1d10 damage.
- **Mighty Limbs:** This race manifests traits inherited from the beasts to which they are so close; therefore, you are Proficient in Athletics.
- **Reckoning of Betrayal:** The curse imposed by the Trudens exacts a harsh toll on the Alperns during the lunar cycle; the rays of the Full Moon, and of the Birthmoon of each individual Alpern, alter their appearance with animal traits, while maintaining a humanoid form. Depending on the Atavistic Beast, an animal extinct during the first two ages, you choose at character creation, you can develop a fur or plumage, a carnivorous dentition or rapacious claws. The shapeshifting grants a particular feature and persists throughout the entire Lunar Phase, after which you regain your usual appearance; if the Birthmoon corresponds to the Full Moon, the characters also gain the *Beast Moon* feature listed for their Atavistic Beast.

When characters take on bestial traits, they have Disadvantage on Charisma checks (except Intimidation).

Nature of the Primeval Bear

Alpha Beast: When you take melee damage equal to or lower than your character level plus your Constitution modifier, you can use your Reaction to make a melee attack against the attacker.

Beast Moon: you have Advantage on Charisma checks (Intimidation) and your maximum Hit Points increase by 1 per level for the duration of the shapeshifting.

Nature of the Crag Bird of Prey

Night Hunter: You have Advantage on Initiative checks and opportunity attacks.

Beast Moon: You have Darkvision up to 60 feet. and have Advantage on Wisdom checks (Perception) based on sight.

Nature of the Smilodon

Feline Prowler: You gain bite as a melee attack; it is an unarmed attack that deals piercing damage equal to 1d8 + twice your Strength modifier; in addition, your base walking speed increases by 10 feet.

Beast Moon: Your jump distance is doubled; in addition, if you use the Dash action on your turn and end your movement adjacent to a target, you can use bite as a bonus action; if the attack is successful, the enemy must make a successful Strength Saving Throw with DC 8 + Proficiency + your Strength modifier or fall to the ground prone.

Nature of the Striped Wolf

Feral Spirit: You have Advantage on Wisdom (Perception) checks based on smell and hearing and can follow olfactory traces like a hound, having Advantage on Wisdom (Survival) checks to follow tracks.

Beast Moon: You have Advantage on attacks against targets adjacent to an ally.

VARIANT: GARNAR VAMPIRE

Vampirism imposes a drastic mutation on the Atavistic Beast of an Alpern, giving rise to a unique kind of curse. This particular mutation replaces the "Reckoning of Betrayal" trait.

Nature of Dark Chiropteran

Enhanced Senses: You have Advantage on any Saving Throw to resist Blinded and Deafened conditions and to Wisdom (Perception) checks based on hearing.

Beast Moon: Your senses are even more acute, to the point that your melee attacks on invisible creatures do not have Disadvantage and invisible creatures do not have Advantage on attacks against you.

An Alpern druid keeps the skills of their nature even when using Wild Shape. The curse does not prevent them from taking the desired animal forms.

- **Curse of the Bloodthirsty Garnar:** this subrace includes those Garnar who have succumbed, willingly or not, to the curse of vampirism, changing the bestial heritage that the Trudens have imposed on their lineage; during the New Moon, and during the character's Birthmoon, their appearance takes on semblance reminiscent of a bat; if the Birthmoon matches the New Moon, the characters are also entitled to the *Beast Moon* feature.

NAMES OF THE GARNAR

The names of the Alperns have phonetics that reflect the hardness of the mountains from which they come, and often the male names have double vowels, as if to recall the echo of the valleys. Female ones may seem even harsher to pronunciation, as they happen to have double hard consonants.

Sometimes, the proper name is followed by a patronymic (expressed by the name of the father followed by the suffix "sun" for men and "suna" for women) to indicate their ancestry. Alternatively, the patronymic can be replaced by a nickname, attributed by others or by themselves, or even inspired by the beastly personal nature of the individual Alpern.

Male names: Arthor, Brunwuln, Dormel, Elrikt, Fothur, Ganjarn, Gejkin, Iarkun, Irikur, Lifnijn, Mithern, Nefnuur, Osvert, Rikirn, Rotvaast, Thafniir, Ulfthur, Uthur, Varknel, Vithruut.

Female names: Asyer, Brinik, Clamtre, Deretthe, Eyvja, Etthern, Gerdur, Jona, Jonnthe, Jrise, Korith, Lisneth, Luarunn, Morigann, Ottreh, Ourinn, Phorinn, Ravne, Sorneth, Valkeri.

Examples of Common nicknames: Strong Soul, Stone Arm, Black Armor, Thick Hair, Quick Arrow, Frosty Blade, Crimson Cloak, Bright Cloak, Hardbone, Cold Stone, First Moon, Light Rock, Dark Glance.

Examples of Beast Moon nicknames: Red Eagle, Sharpened Claw, Bloody Beast, Moon Owl, Odd Raven, Swifthawk, Biting Jaws, Dark Wolf, Glaring Werewolf, Winged Night, Dark Feather, Hound, White Tiger, Proud Bear, Wingless, Broken Fang.



GRAY FOLK

A MANIFOLD PEOPLE

A vast and superstitious people, the Grays have an unparalleled adaptability, aided by expansionist aims befitting a proud and ambitious dynasty. Over the centuries, they have made the unexplored and hostile lands of the Eastern Mark their home, and the focal point of a culture that gathers customs from a variety of sources.

Laboriousness, craftsmanship, and propensity for military strategy have made the Gray Folk famous throughout Iürmen. They hold great political power over the peoples who have settled in their cities after surviving the Lunar Age, and their own numbers have suffered fewer losses than most.

LORDS OF THE EASTERN FRONTIER

When the Grays colonized the territory of the Eastern Mark, expanding and claiming the entire region, they were led by the first of their rulers: Erven the Mighty. He was an Anireth of noble lineage who abandoned his roots to start conquering new lands. His three sons gave rise to three distinct noble families who inherited control of the new kingdom, moving from an absolute monarchy to a form of oligarchy centered on a triumvirate. The heads of families, whether male or female, of the three dynastic lines became regents, renamed Lords of the Mark, and each of them exerted absolute power only over their own fiefdom, where consultation with the other two was mandatory regarding matters of war and state, as established in patriarch Erven's written bequest.

Over the years, the different political organization and environmental conditions led the inhabitants of the Mark to detach themselves culturally from the First Men. This was also due to the integration of other peoples from the surrounding lands. It was only natural to secede from Thurinthian's authority during the Second Age.

The new government once had three neuralgic centres of power: Hislith's Spear, Arberon and Penumbra, all of which are now nothing but ruins, haunted by anguished memories and spectral silences. The sacred place of the Gray Folk, where the triumvirate gathered at the war table, was in the White City: a mountain stronghold now presided over by the wise Masters of Tradition. This was once the solitary outpost of power of Erven the Mighty, hence its present name of Erverun, in the First Language. Here, were preserved the relics of the ancient king



along with his body, considered a source of strength for those who took the long pilgrimage to reach it. In fact, each new regent had an obligation to periodically go to pay tribute to the first ancestor of the house, invoking its mighty and beneficial influence to protect the people.

UNPARALLELED VERSATILITY

Among the most sought after memorabilia and musical instruments in all the Iürmen region, none compare to the artifacts of Gray artisans, as they are well-versed into all forms of craftsmanship and metallurgy.

They are also skilled in warfare. In fact, near Ervenrun, many aspirants to the position of Warden of the Dead are of Gray descent.

RACIAL TRAITS OF THE GRAY FOLK

The Gray Folk took this name from the indiscriminate mixture of various ethnicities, with their customs and beliefs, to remember that all colors, when amalgamated, produce gray. During the Second Age, in a few decades these people experienced rapid population growth, and this allowed them to still be the most numerous survivors during the Lunar Age.

Among them can be found humans with the most varied somatic traits, pigmentations, and physical peculiarities (such as, for example, the epicanthic folds in the eyelids).

- **Ability Score Increase:** Your Charisma score increases by 1; In addition, two other ability scores of your choice increase by 1.
- **Age:** The longevity of the Gray Folk is the same as that of other humans.
- **Alignment:** Often followers of the Ancient Tradition, Gray Folk tend not to preclude any kind of religion; they can therefore manifest alignments and beliefs of all kinds.

- **Size:** As humans, your size is Medium, although sometimes different builds can be spotted.
- **Speed:** Your base walking speed is 30 feet.
- **Skillful People:** You are Proficient in two skills of your choice.
- **Martial Training:** You are Proficient with short swords, long swords, heavy crossbows, and pikes.
- **Stubbornness:** Each time you complete a short or long rest, you gain Temporary Hit Points equal to your Charisma modifier (min 1).
- **Warrior Prowess:** Your speed is not reduced by wearing armor, and you ignore the Disadvantage on Dexterity (Stealth) checks imposed by heavy armor.
- **Languages:** you can speak, read, and write in Common.

NAMES OF THE GRAY FOLK

The Gray Folk have welcomed many different ethnicities over the centuries, consolidating as one diverse people. The names often include four categories, which depend on the offspring of individuals: Exotic Names and Gray Names, Ishdrim names, and Anireth Names (for those of the oldest families).

Male Exotic names: Ayaki, Beyu, Bumeeki, Chanso, Doriya, Emeko, Eunijio, Fosumu, Gothei, Gumirai, Idineru, Linxu, Miuyo, Oshi, Qunyaki, Tehiru.

Female Exotic names: Anixi, Chira, Corliin, Dareye, Exiji, Fijumi, Ghinshi, Jmata, Jumichi, Kharine, Kyuku, Nusixia, Qunshi, Thiliine, Veydri, Xinlith.

Male Gray names: Armeth, Bonev, Carald, Dirmion, Enern, Erven, Galirmiöl, Kephild, Korald, Marken, Movald, Nextern, Osvöl, Ruphur, Sarven, Urdhur, Zarald.

Female Gray names: Alysandira, Amanda, Belaria, Charlane, Dissaril, Emirya, Favial, Forel, Hislith, Indre, Lauril, Murian, Nayanda, Philisa, Richarna, Uthlenn, Viyolan.



ISHDRIM - OVERSEAS PEOPLE

ELDRITCH LINEAGE

Many among the Ishdrim are born with a natural propensity to learn the arcane arts. Since the First Age, when they still populated the land of Sarnëum, they have worked hard to formulate superb charms, looking for ways to evolve and improve. Their great contention with the First Men led them to make a pact with the solar deity: the Prime known as Hollon, which granted them mastery over the element of fire. Finally, it was Lagoran's political skills that ended the twenty-year war between Ishdrim and the Anireth who had come to colonize the southern lands.

FROM THE LAND OF SARNËUM TO THE SUN WAR

The Ishdrim are the only human population who did not descend from the Anireth. When the Primes created the humanoids, two ethnicities developed in parallel. In the southern continent of the known lands of Iürmen, the Ishdrim prospered, and their cities grew on par with those of the First Men of the Thurinthian region.

Although mild in nature, men and women from Sarnëum were driven by great ambition and thirst for knowledge. They sailed the seas to the north, intent on expanding their borders and forging political ties with other cultures. Initially they brought riches and knowledge, making profitable relationships with the Beronzin Satyrs and the Gray Folk, who had recently gained their independence from the Anireth. The first problems of a political nature arose when the authority of the First Men clashed with theirs, creating social unrest and enmity that soon resulted in a conflict between these two equally powerful nations. Thus, in the year 2341 b.L. the war between the Ishdrim and the Thurinthian Empire began and lasted for twenty years.

The war, still remembered as the bloodiest human conflict, greatly diminished the Anireth and forced nearly all the Ishdrim to return to their native continent. The turning point occurred during the Rite of Flame, invoked by the ruler of Sarnëum, Ma'hal III, who called for the aid of the sun and sacrificed his eldest son on a pyre. Devotion to the divine Hollon did not go unnoticed, and that day his subjects drank red wine from golden goblets, traced arcane runes on their bodies and invoked the flame of the shining star. The entire nation benefited greatly, for the sacred Sùlen, first among the Primes, had touched them with his ardour.

This event resonated through the ages, christened as the "Sun War". This terrible conflict also involved other nations,

taking sides in the conflict to guard their allies or to protect their lands from the devastation of war.

THE DAUGHTER OF THE SUN WHO TOUCHED THE MOON

Lagoran, who was a young leader at the time, showed considerable strategic and political skills in the face of the threat of Ishdrim. Taking advantage of the excessive growth in power of the adversaries, he worked to find a compromise where the Anireth and the Overseas People could benefit from peace rather than carry on with the war that would annihilate both. An implicit enmity lingered, where the Ishdrim could enter and settle in the lands of Thurinthian, provided that the jurisdictions of the First Men and that of Sarneum were respected by both sides. The town of Katàn, an outpost of the Ishdrim in the lands of the First Men, was founded.

Lagoran, the most honorable men that ever lived, gave himself as a prize to Ma'hal III, now heirless, and married his daughter Nareja, who died giving birth to Mirithlen. Their noble daughter was the only one among the Anireth to manifest the gift of fire, but she avoided any pretense on her mother's lands, pursuing an ascetic life devoted to the study of philosophy and arcane arts. After the death of Ma'hal III, the throne of Sarneum passed to a lesser line of the royal dynasty.

Mirithlen's fate and theories about her ascension to the Moon are still material for myths and speculation, as it symbolizes the hope for reunion between day and night, sun and moon. In the Lunar Age, this can lead some of the Overseas People to embrace the Lunar Cult, in honor of the memory of that woman who valued her heritage, even while transcending it to ultimate perfection, as a symbol of cohesion between different and hostile peoples.

RACIAL TRAITS OF THE OVERSEAS PEOPLE (ISHDRIM)

The Ishdrim are a proud and stubborn people. Although many have adapted to the new life in the moonlight, they carry with them the ancestral legacy of their faith in the sun.

Usually of dark or oleaster complexion, or of all the shades between the two, they often present themselves dressed in clothing that appears exotic and eccentric in the eyes of the other citizens of Iürmen.

Given their strong sense of community, they travel only to find a new home in which to settle, after periods of population growth or shortages in resources, sometimes clearing up haunted ruins and building small fortresses. This, however, should not give the idea that they cannot be effective explorers or raiders, professions in which they excel.

The arcane energy that comes from their ancient pact with the sun is evident on their skin: from birth, they present an arcane aura on their body and visage, as if branded with fire, and their eyes radiate light as if they were embers.

- **Ability Score Increase:** Your Constitution, Wisdom, and Intelligence scores increase by 1.
- **Age:** Overseas people have a life cycle identical to that of other Humans.
- **Alignment:** The Ishdrim can live on contradictions, as they are remarkably diverse in opinions and lifestyles; what unites all Ishdrim is the calm with which they pursue their ideals, manifesting themselves as elegant, proud, and mild-mannered.
- **Size:** as a human, your size is Medium.
- **Speed:** Your base walking speed is 30 feet.
- **Overseas Weapons:** You are Proficient with scimitars and shortbows.
- **Mettle of the Ancient Travelers:** The Ishdrim descend from nomads and colonizers, people accustomed to travel and adaptation; an Ishdrim that has been traveling for more than an hour remains alert to any danger, even if they are engaged in other activities; this also means that difficult terrain does not affect their travelling; finally, Ishdrim only need 4 hours of sleep to complete a long rest.
- **Desert Brand:** As an Ishdrim, you have resistance to fire damage.
- **Memory of the Sun:** You know the *produce flame* cantrip all Ishdrim learn to manifest when they are young; you can cast the *burning hands* spell at 3rd level and the *flame blade* spell at 5th level (your spellcasting ability for this feature is Wisdom); you can cast each of these two spells once, then you regain both of their uses after you complete a long rest.
- **Languages:** You can speak, read, and write Common and First Language.

NAMES OF THE ISHDRIM

As one of the most ancient people, their onomastic is vast due to a millennia of tradition. The legacy of the sun, the desert, and the splendours of ancient Sarneum flow into the exotic sound of these names from the far south continent. At one time, there were several ethnic distinctions within the Ishdrim people, but now very few remain in the memory of the world. Characters of this ethnicity may also decide to adopt, as their surname, the name of the ancient tribe from which they descend, of which only three remain: the Istites (from the eastern part of Sarneum), the Orindians (the bulk

of the ethnic groups of the north coast and the old capital) and the Harkemites (nomads who crossed the desert and populated the continent in large numbers). An Ishdrim character can then add the name, for example: the Harkemite, the Istite, or the Orindian. Depending on where you come from, your name will also vary.

Male Istite names: Arèl, Brunu, Celeròs, Daniq, Eesmered, Ghenavròs, Karàsh, Mahatmi, Marghùs, Nasùl, Neezùl, Oshos, Rastzar, Shulnòs, Zaavrùs.

Female Istite names: Alazne, Carmita, Desheria, Estevira, Gitane, Honorsia, Irisbe, Ispane, Juana, Najari, Nuretha, Oshane, Ramaji, Terese, Yanira.

Male Orindian names: Abhik, Bahamitesh, Chandrashni, Erdabar, Fashwar, Garèshi, Hemadri, Ishandesh, Iuldeshor, Kamalnath, Madmohan, Nadjugor, Ranprasad, Srimbar, Umùsh.

Female Orindina names: Amshula, Chavni, Dathiiri, Ganshea, Gayatri, Induja, Kamala, Krish, Kumari, Mahima, Nridu, Rajane, Sarasi, Shalinta, Tunishri, Ushma, Vanjiri, Yashila.

Male Harkemite names: Ahmet, Akim, A'ushrid, Co'haad, Dashun, Eshuur, Fushmur, Gu'hanji, Ha'amir, Hoshmed, Jo'math, Kismeth, Kushaar, Nòshuur, Sarenmed, Sushmed, Tamiid, U'sur.

Female Harkemite names: Aamaal, Awara, Basheera, Dusha, Fadheela, Fawzira, Haifa, Majeda, Nabeela, Na'hema, Phatimja, Ra'deesha, Shareefa, Tahira, Wa'jeedi, Yafiah, Zahira, Zu'hinab.



KRAMPUS

CREATURES OF THE DARK MIRROR

The Krampus are diabolical beings, native to the reign of the Dark Mirror. Like many dark creatures of the Lunar Age, they draw their characteristics and power from the evil that permeates the Material World. They usually do not excel in wit and merely follow the directives of higher entities, but over the decades they have evolved as humanoids of Iürmen, beginning to manifest more complex personalities.

BOND WITH THE LADY OF THE BEASTS

The Krampus are ancient creatures, dating back to before the Lunar Age. They are said to have been conceived by one of the first Perchtas in her own image, shaping their features from the void of Ènferun. Although the origins of this species are not well defined, the Ancient Tradition contains abundant literature on the bond these beings share with the wild and ruthless Ladies of the North. Their reputation as raiders and faithful servants of witches, Strix, and other entities that rule forests and mountains, fully describes a people that only recently have begun to manifest glimmers of civilization.

However, after decades of being immersed in the multifaceted evil of the Lunar Age, some of the Krampus have rejected their devotion to their dark mistresses. Some of them even shun the evil nature that has kept them in chains or have been driven away by their own kin when they manifest an intellect that goes against their primitive customs. Although they are largely despised, especially in the glacial lands of Alper, it is no longer so unusual to find lone Krampus circling around civilized settlements, or even being welcomed and educated.

These creatures' appearance and heritage instill fear, but many have come to consider Krampus as valuable allies in the defense of outposts, making it worth welcoming them into civilization.



LEAVING THE PACK

Usually, it is customary among the Krampus to wear a mask or carry it with them, as long as it is clearly visible, as a symbol of bonding to the pack. An important trinket that cannot be lost without suffering humiliation. Krampus who abandon the pack cast them away, ridding themselves of that object as an announcement of independence.

An unmasked Krampus is usually perceived by others as a loner, potentially not as cruel as its brethren. Sometimes they are educated by a Greater Strix or other races, becoming more cultured and honing skills that are normally foreclosed to other members of their species. For example, the Krampus usually do not know how to speak languages, even the Common tongue, but this is easily solved through proper education. Nevertheless, it is impossible for them to learn to read and write, which is why they cannot learn languages that are not spoken, and the few of them who dedicate themselves to the practice of magic prepare spells in non-canonical ways. A Krampus spellcaster usually transcribes spells prepared in the form of symbols, or drawings that depict its effect, etched on stones or drawn with coal on pieces of wood.

RACIAL TRAITS OF THE KRAMPUS

They are gruff and irascible beings and, although characters of this ethnicity try to live with others, they occasionally fall prey to their wild nature when angered. This peculiarity and their large frame make them excellent barbarians or fighters, although other specializations are not precluded.

- **Ability Score Increase:** Your Constitution score increases by 2 and your Strength score increases by 1.
- **Age:** Krampus generally live to around the age of 70 and experience growth similar to that of humans.
- **Alignment:** The bond with Percthas remains as an indelible mark on their soul, although some may no longer worship these figures. Typically, the characters of this culture remain neutral, tending to believe only in their own individual resources and rarely rely on greater entities; this is due to the fact that they want to detach themselves from the prejudice that the Krampus

have a weak will and are inclined to be manipulated and commanded; some maintain a form of loyalty and respect towards the figure of the Lady of the Beasts, the origin of their heritage.

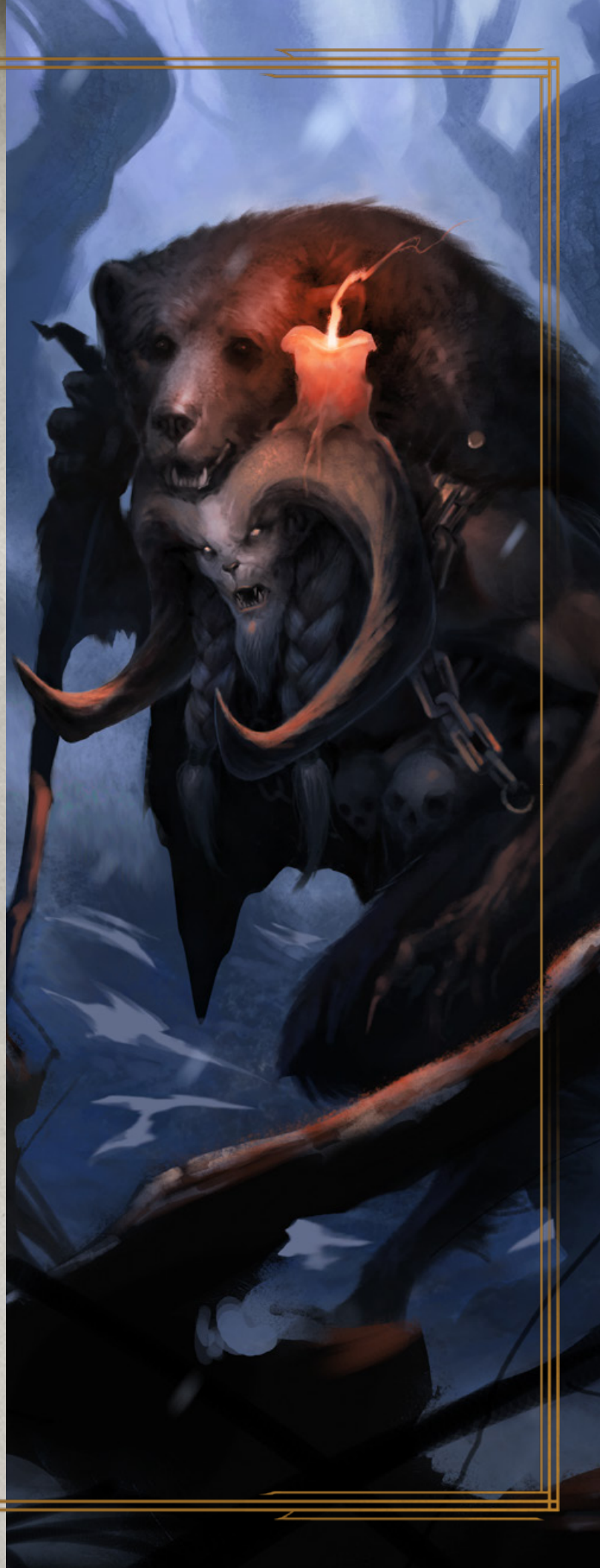
- **Size:** Your size is Medium, and your height is around 6.5 feet.
- **Speed:** Your base walking speed is 35 feet.
- **Darkvision:** As a being bound to darkness, you feel comfortable immersed in darkness; you can see up to 60 feet in dim light, and in darkness as if they were in dim light conditions.
- **Gift of Perchta:** Magical darkness does not impede your Darkvision.
- **Wild Origins:** You are Proficient in Intimidation and Nature.
- **Creatures of the Night:** Your people remain bound to the Dark Mirror and the corruption that veils your soul makes you particularly resistant to spiritual strain; when faced with "Vile Foe" beings, you have Advantage on any Saving Throw to prevent the loss of Soul Points; you also have Advantage on Saving Throws to hear the Whisper of the Echoes without losing Soul Points.
- **Poisonous Whisper:** As a bonus action, you can whisper a toxic miasma of dark words, a mixture of Common and Whisper of the Echoes, against an opponent within 10 feet radius; the target must make a successful Wisdom Saving Throw or be Poisoned until the end of its next turn; if the target is an *Aberration*, *Fiend* or *Undead*, it is instead Charmed until the end of its next turn; the DC for this Saving Throw is 8 + Proficiency + your Constitution modifier; you can use this feature once, then you regain its use after you complete a short or long rest.
- **Sensitivity to Grim Weapons:** Your connection to Ènferun makes you susceptible to blows from Grim Weapons, as if you were a *Fiend* (attacks dealt to you are to be considered magical and have Advantage); this, however, does not prevent you from wielding them in combat.
- **Languages:** you can speak Common and can understand the Whisper of the Echoes, although the lone Krampus have lost the right to speak it.

NAMES OF THE KRAMPUS

Usually, Krampus tend to be called by names that resemble animal noises rather than words. This custom derives from the fact that most of those who belong to this species do not know any language outside the Whisper of the Echoes and, as a result, do not know how to attribute meanings to words. The fact that they are baptized in this way is typical of their bestial nature (the name, in agreement with its use, is more like a dog call). There are smarter Krampus who change their birth name with guttural and ferocious phonetic names, so that they reflect their personality. Finally, Krampus characters who have detached themselves from the pack and had access to civilization, can keep tribal names that are appropriate to them or rename themselves with some name whose sound they appreciate (usually taken from the culture that welcomed them). Even more often, it happens that those who welcome the Krampus to the outposts give them a name.

Examples of Male Krampus names, derived from animal noises: Asnok, Bughur, Corask, Fturuk, Furghol, Ghastur, Merok, Qurrtor, Rastur, Sastok, Tonuk, Vaskoor, Zuthrum.

Examples of Female Krampus names, derived from animal noises: Afya, Barushka, Dofya, Fafne, Ghara, Jotha, Lobetha, Nafni, Ogeni, Pharme, Quna, Rafishka, Serna, Zatrokas.





LYVAR - NIGHT FAELINGS

STEALTHY EXPLORERS

The Lyvars, also known as Night Faelings, or Nightlings for short, are fugitives from the underworld who quickly learned to use their unique skills to hide from the dangers of Iürmen. Their stealth skills, instinct and wandering habit allowed them to survive and hone their abilities to infiltrate wherever they please, taking care not to arouse the horrors that lay in the dark.

ECHOES FROM UNDERGROUND

It was the year 582 a.L. when the tragedy of the Last Sun struck Iürmen. That day impacted not only the surface, but also, and more severely, the underground. The horror that broke free in Thurinthian thickened the darkness of the underworld, and each species had to confront the creatures that escaped Ënferun. The underground was a scene of horrific massacres, and the Lyvars thought immediately of escape, where other races attempted futile resistance. That place, once their homeland, became a silent expanse of bones and bare stone, jagged with ruins of civilizations that no longer exist.

The Night Fey were so named by the new lifeforms found under the sky and never knew anything but the Night Eternal. The echoes of that distant land in the bowels of the earth, still call for the Lyvars, who safeguard their heritage with fond memories of wandering through the tunnels and the immersion of the deepest darkness.

DARK IMPS

The time spent on the surface brought this breed closer to the inhabitants of Iürmen, although habits fostered underground are hard to extinguish. Over time, the Lyvars can become sincere friends and even be able to resist their obsessions with playing pranks and stealing valuables. Despite their personality flaws and their natural curiosity of other peoples, they will always be predisposed to selfishness and have lost much of the playful ways of their ancestors.

Lyvar characters will almost never smile candidly, always looking as if they are forcing a sneer, as if hiding an aversion to social relationships. They prefer to travel freely rather than settling, and loathe having to submit to the interests of others. Sometimes showing a total lack of empathy towards the needs of others. Adapting to the rhythms and rules of a variegated

party will take time for a Night Faeling but, if and when that happens, they can prove to be a valuable resource and excellent adventuring companion. The Lyvars have strong survival instincts and never ignore their own intuition or senses.

RACIAL TRAITS OF THE NIGHT FAELINGS (LYVAR)

Their petite stature and agility are the traits that most closely resemble their fey ancestors. Often compulsive hoarders and kleptomaniacs, they go out of their way to recover tools useful for their travels and have a real obsession with flatware, since they are not able to manufacture them independently. They have leathery and scaly skin, with dark, neutral colors, ranging from gray to brown. Rare albino specimens have also been spotted. Their all-black eyes are well adapted to darkness, and their senses are very acute.

- **Ability Score Increase:** Your Dexterity score increases by 2, and your Wisdom score increases by 1.
- **Age:** Lyvars live roughly as much as humans but reach maturity very quickly; a Lyvar at the age of 12 is already considered an adult, although their physical aging is similar to that of other breeds.
- **Alignment:** The Lyvar make neutrality their main philosophy; they rarely adhere to any cult and fail to worry about the fate of anyone, other than their own party, family, or circle of intimate friends; despite having a spiteful and selfish character, they rarely fall into wickedness.
- **Size:** Lyvars, like other fey before them, tend to be minute and barely reach 3 feet in height and weigh an average of 40 pounds; thus, your size is Small.
- **Speed:** Your base walking speed is 25 feet.
- **Darkvision:** Already accustomed to the darkness of the undergrounds subsoil, the Lyvars have further honed this ability in Iürmen's eternal night, acquiring Darkvision up to 60 feet.
- **Innate Escape:** You can use the Disengage action as a bonus action, and your speed increases by 15 feet when you do so.
- **Higher Senses:** You are Proficient in the Perception skill; when in enclosed places, such as caves and buildings, you have Advantage on Wisdom (Perception) checks based on hearing.
- **Eldritch Gift:** You know the *prestidigitation* cantrip all Lyvar learn to manifest when they are young; you can cast the *jump* spell at 3rd level and the *invisibility* spell at 5th level (your spellcasting ability for this feature is Wisdom); you can cast each of these two spells once,

then you must complete a long rest to use them again.

- **Languages:** You can speak, read, and write Common and the Stone Language.

NAMES OF THE LYVARs

Cryptic and fleeting, the names of the Lyvars perfectly reflect their stealthy nature and minute appearance. Since the time they lived in the galleries of the World Below, Nightlings have always adopted simple, onomatopoeic names, often more similar to sounds than words of their own meaning. Nicknames are usually used to replace one's name, and this ancient custom has been handed down since the time when their connection to the underground was strongest.

Male Lyvar names: Anxeel, Cruun, Darso, Eniviss, Fessmes, Fukso, Hinilass, Iximis, Kiùx, Miksi, Nixusio, Osliss, Phexir, Riost, Uzext, Vaaseel, Vistuul, Zaakrisos, Zixin.

Female Lyvar names: Aliliu, Aseleen, Brumsi, Cixia, Crissne, Dirleen, Ecsela, Eshkua, Fsisia, Gaxili, Lilnisi, Misasi, Noleeni, Pexia, Salaasa, Sisni, Volxa, Xilea, Zamisi.

Example of nicknames from the World Below: Poisonous Weapon, Rocky Stick, Blue Flame, Dark Ichor, Fungal Cloak, Opaque Trinket, Dark Eyes, Cold Stone, Starry Rock, Gray Clump.



RIZADRIN - MOON SATYRS

THE LAST SATYRS

When the world was still young, the Satyrs diversified into various cultures, following their love for different aspects of life and nature.

Among them, the Rizadrin were distinguished by their gloomy and stubborn character and their attachment to the stones of the earth.

In the Lunar Age, they are all that remains of the entire species of beast men.

TWILIGHT OF THE SATYRS

Although Iürmen's history is mostly driven by the actions of men, their discoveries and their failures, the roles of the other races were not negligible, as they contributed to the flowering of the world, to its decline, and eventually to its fall.

Children of the primitive energy that permeates the earth itself, steadfast as they are dexterous, the Satyr were a prosperous and culturally diverse people when the First Men had not yet begun to shape the history of the world. From the beginning, various subraces arose in the wake of differences in ethical and religious subjects. The largest and most important of these were three: the Golden Satyr, the Silzerin, also known as Snow Satyrs, and the Rizadrin.

The former were distinguished by compassion and curiosity towards other peoples, especially men, where the latter avoided contact with other races, populating the forgotten ravines of the underground and binding themselves to the dark and the stone.

The Golden Satyrs, called Beronzin, were the least feral of their kind, and easily integrated into the cosmopolitan cities and provinces of humans, to the point that even the Sages of Thurinthian, and later Xivanis's, asked for their advice. Lagoran himself was a pupil of the Satyr Malfarin Brightmane, and during his travels in search of knowledge he was often accompanied by the wisest among the Beronzin. All the peoples of Iürmen, however, knew that proud and trusted allies could be found in them, as much as well-disposed traders and propagators of wisdom and culture. This in turn contributed to magnifying the heritage of the Golden Satyr, and at the same time allowed them to spread the verb of the Old Tradition and its Truths.

Although inherently peaceful, several times throughout their history they have shown themselves to be fearless warriors, and none can recall a time when they yielded before the defense of an ally or to their ancient, worthy roots.

Even in the face of the end of the world, which many of their wise men had predicted, they were among the few who put aside fear and mistrust, bringing together one last resistance under a single banner. Despite the reconciliation sealed by the royal marriage between Valmora of the Beronzin and Galrimiron of the Silzerin, both cultures were now too watered down by the mixture with men and the sacrifices they had made to save mankind from themselves. Thus, their way of life could only decline in the face of the advent of evil.

Even those branches of the people left in their woodland mansions to the east had to capitulate, abandoning the dying forests to amalgamate with the Ejre, to whom they related with for similar syncretic customs. By their side they managed to halt the darkness, preventing the last primitive shrines from being desecrated. Since then, they have been dedicated exclusively to the veneration of the Primes and primeval spirits, and consequently to the protection of Rahidra and her Apostates, avoiding the so-called "civilization", whose influence, they believed, had led them to ruin.

As a mocking confirmation of that, the recluse Rizadrin, among all the Satyr, were the ones who survived the catastrophe in large numbers. Despite the horror that, rising from the depths of the World Below, had struck them with even greater ferocity than that which had destroyed their surface relatives. Although it may have been the strong cohesion of their community that ensured their survival in the first place, once they reached the surface the Rizadrin had to forcibly renounce their isolation in order to join forces with other races and survive the darkness.

The deepest demonstration of this renewed openness to the world was the foundation, at the hands of Anvernia from Mirithrun, Rizadrin matriarch, of the Lunar Cult, an eminent symbol of the fight against evil and a source of hope and refuge for all the peoples of Iürmen.

FERVENT BELIEVERS

The prominent feature of the Satyrs is their peculiar and intense sense of faith, loyalty, and truth. Their word is their bond. Whatever cause or religion they adhere to, they will never betray their own precepts, which serve as motive for their every action and ambition. Many Rizadrin follow the Lunar Cult, devoting all their strength to following the dictates of Anvernia, their matriarch. Others have adhered to the Old Tradition, as some Beronzin did before them. Finally, there are still those who keep the ancient animist beliefs, and preach the preservation of nature and the spirits that surround us.



Rizadrin characters approach most situations with extreme seriousness and severity. They are not a race that easily indulges in emotions, and it is unusual to see them manifest uncontrolled anger or irrepressible joy or despair. Their longevity and determination towards their ideals manifest themselves along with a certain detachment, making them the most firm and resolute species when facing danger. This fearlessness, however, never results in recklessness, as they maintain a subtle vein of apprehension and fear sufficient to make them aware of the risks they run.

RACIAL TRAITS OF THE MOON SATYRS (RIZADRIN)

These creatures of the underworld share some of the animal features of their predecessors, if to a lesser degree. Their horns are a symbol of manhood, authority, and courage for males, while for women they are an indication of wisdom, fertility, and beauty. Their very dark complexion is furrowed by white streaks that take on unique shapes, often resembling primordial symbols.

Once, the true power of this race was in the bond they have with the darkness of the earth and with the primitive energy that permeates the creatures hidden beneath it. When the Rizadrins rose to the surface, the beauty and majesty of the moonlight that greeted them assumed, in their eyes, an importance comparable to the subterranean origins from which they had fled.

- **Ability Score Increase:** Your Charisma score increases by 2 and your Dexterity score increases by 1.
- **Age:** Satyrs are particularly long-lived by virtue of their connection with primordial energies; the corruption of the world has led some of their lineages to extinction, at the same time lowering the life expectancy of the Rizadrin, which at present is around 200 years old.
- **Alignment:** Although not inclined to emotion and empathy, this in no way means that Rizadrins are prone to selfishness or abuse, and even more rarely to pure wickedness; they also tend towards lawfulness, preferably adhering to religions or ideologies with indisputable and defined dictates, such as the Lunar Cult and its steady stance against evil.
- **Size:** Your size is Medium, although generally tall; males easily reach 6.5 feet in height.
- **Speed:** Your base walking speed is 35 feet.
- **Darkvision:** Centuries spent underground have

guaranteed this species excellent eyesight in the dark; you have Darkvision up to 60 feet.

- **Resourceful:** The escape from the underground and adaptation to the surface world have taught many harsh lessons to the Rizadrin, which have made them resilient and ready for any adversity or pitfalls; you are Proficient in Insight and Survival skills.
- **Primeval Energy:** Rizadrins retain within them a fragment of the primitive energy that has shaped the world; this arcane heritage allows them to recall that energy in the form of rays of green light; those who use this power as an action may transfer this energy to a melee or ranged weapon; this weapon will be considered magical, obtaining a damage bonus equal to the Rizadrin Charisma modifier for 1 minute; a weapon thrown or dropped can be recalled with a bonus action, but only if it is within a radius of 60 feet; this feature can be used once, then you regain its use after you complete a long rest; this feature does not apply to a weapon with the Grim Weapon property.
- **Lunar Vocation:** Bewitched by the radiant beauty of the moon, the Rizadrin, even those who do not adhere to the Lunar Cult, perceive its beneficial influence; Lunar Satyrs can cast the *trifold goddess' gaze* cantrip once, then you regain its use after you complete a long rest.
- **Languages:** you can speak, read, and write Common and the Stone Language.

NAMES OF THE RIZADRIN

Moon Satyrs employ names common to the traditions of bygone ages. These names often have a solemn or serious sound, but at the same time elegant and full of memory. Rizadrin can also adopt names from Primordial Runic, although this is very rare. It is not unusual for Rizadrins to add to their name a form of patronymic or matronymic, usually based on one's gender. In fact, males usually refer to being children of their father, while females of their mother (e.g. Artar Son of Mathior or Zemanira Daughter of Emiranda).

Male Satyr names: Artar, Creool, Drathos, Erion, Flabios, Janghel, Julio, Kathanor, Leonisio, Mathior, Nantheros, Netherion, Obelern, Oflanto, Thanas, Zovros.

Female Satyr names: Adanira, Anvernia, Daterne, Emiranda, Eula, Fasmine, Giovanna, Hartaria, Invea, Isminta, Mercura, Osvilia, Panvea, Phanerne, Rosernia, Yuliante, Zemanira.



NEW OPTIONS AND CLASSES

"Awaken your power, o intrepid travellers of the night, and do not be afraid to follow the signs that fate has outlined for you. Whether fate is dark, or the way leads to unexplored heights, you alone can stand where the rest of us cannot!"

- Gherek Viirut, Archmaster of the Temple of Truth -

NEW ARCHETYPES

The following section explores the new archetypes designed to better adjust the options of classes in the world's most famous role-playing game to the Nightfell setting. The choices made by reading this section will help to better delineate the character you will play and the path that will be placed in front of them. Choose carefully, for although

the Three Sources of Arcane Power can bestow powers beyond imagination, the path of Adventurers of the Night is arduous and the depths it leads to stand on the edge of the unreal.

BARBARIAN - ARCHETYPE "PATH OF THE UNHOLY"

Their eyes are filled with the oblivion of darkness. When the battle is raging, they gasp with lust and laugh with fierce joy, emitting verses of inhuman creatures. Emptiness and terror surround them while the massacre takes place, consuming their very hearts. They call them Unholy Barbarians, and in their ranks are counted those rare wild warriors who do not fear the night, but welcome it into their soul.

Many fear the Unholy, as their impulses of wrath are punctuated with madness, which makes them as unpredictable as they are unreliable. The heat of battle takes over in these warriors, blinding them to danger with the sacrilegious darkness that bloats their hearts and moves their arm.

These characters draw strength and fervour from their own soul's distress. The descent into the oblivion of madness awakens violent and obscure powers along with the insatiable desire to use them: a desire to which they often decide to succumb. Those who choose to follow this path of brutality and insanity will take strength from the approach of the end, and will weaponize the corruption of their spirit.

UNHOLY THIRST

At 3rd level, you learn to yield to the temptation of darkness, forgoing fragments of your soul in exchange for a promise of power that can only really be unleashed when pervaded by rage.

At the beginning of each turn while in Rage, you may choose to lose a Soul Point: in doing so, the next Strength-based attack with a melee weapon will deal 1d12 additional damage. If the attack is not enough to reduce the target to 0 Hit Points, you take 1d6 necrotic damage that cannot be resisted or reduced in any way.

BLOOD OF THE SOUL

At 3rd level, you learn to draw power from the darkness instead of being swallowed by it. When you suffer an involuntary Soul Point loss, you can use your Reaction to gain 1d12 Temporary Hit Points and have Advantage on Saving Throws until the end of your next turn.

ON THE VERGE OF OBLIVION

At 6th level, you begin to feel more comfortable on the verge of oblivion; one step away from seeing the darkness of your soul reunited with those of the Dark Mirror.

While your Soul Point total is below your character level, you ignore the effects of the first five levels of Exhaustion (the sixth is fatal anyway).

DARK DEVOURER

At 10th level, you get nourishment from the essence of the dark creatures that die in your vicinity. If you were in Rage within 30 feet of an *Undead*, *Fiend* or an *Aberration* when it drops to 0 Hit Points, you regain an amount of Soul Points equal to the creature's challenge rating.

UNHOLY WRATH

At 14th level, your wrath permanently devours what remains of your soul: entering Rage involves a loss of Soul Points equal to your Constitution modifier, and you add your Constitution modifier to the damage inflicted with melee weapons as long as you are in Rage.



BARD - ARCHETYPE "COLLEGE OF HEXES"

The rhythm produced by the tambourines of these musicians infects those who listen to them and forces their actions as if it were witchcraft. Hearing music coming out of the arcane instruments of these Bards overwhelms opponents and allies with sensations that today's world has forgotten; sensations that descend from an apotropaic culture that teachers have handed down to students since the Second Age.

Legends tell of a Bardic tradition capable of acting as anathema against evil, and whose apotropaic power was able to protect the helpless from the incursions of the creatures from the Dark Mirror.

In the Lunar Age, Bards who follow this tradition are respected and welcomed in settlements. Arcane dancers and musicians demonstrate their magical ability through ritual dances and exploit charms that draw their beneficial power from rhythm and melody.

CONVULSIVE RHAPSODY

At 3rd level, you can force your opponents to dance, often frantically, following the rhythm of your music.

When a hostile creature begins its turn within 30 feet of you, you can use your Reaction and spend a Bardic Inspiration die to use this feature and perform a bizarre melody. The target creature will have its speed halved and Disadvantage on Dexterity Saving Throws and Disadvantage on the first attack of each turn, for as long as the effect lasts. The Convulsive Rhapsody continues for a number of rounds equal to the result of the Bardic Inspiration dice spent.

NOTES OF ANCIENT TRADITIONS

At 3rd level, you can use your music to support the exorcism of dark forces and to pass on religious dogmas and otherwise forgotten folk traditions. As an action you must continuously play your instrument for no less than 10 minutes to perform this ancient tune. Up to four targets who can hear this melody, full of memories of the land and of the ancestors, will have Advantage on Intelligence (Religion) checks for 8 hours. This feature can be used once, then you regain its use after you complete a long rest.



IRREPRESSIBLE DANCE

At 6th level, your coordination of movements and sense of rhythm improve significantly, allowing the following maneuvers to be carried out:

- Moving, during your turn, by at least 20 feet but finishing the movement no more than 10 feet from the starting point, you can use a bonus action to force a target that you can see within 10 feet to make a successful Wisdom Saving Throw (the DC is the same as your spells') or instinctively emulate your convulsive movements: you can move the target 10 feet in any direction; this movement causes Opportunity Attacks.
- When you use your action to perform a Dodge and you move at least 20 feet during your turn but finishing the movement no more than 10 feet from the starting point, the bard can make a melee weapon attack as a bonus action; you may spend a Bardic Inspiration dice and add it to the damage of this attack.
- When you take the Disengage action, your speed increases by 10 feet.

DANCE OF SWORDS

At 14th level, your dance becomes indistinguishable from a fencing exercise. During your turn, you can spend a Bardic Inspiration die to increase your speed by 20 feet until the end of your turn. If you perform an attack action on this turn, you can make a single melee weapon attack against each target that is within the reach of your weapon at any point during your movement for the turn. Each attack made in this way has a damage bonus equal to your Charisma modifier. This movement does not provoke attacks of opportunity from targets hit by your attack.

CLERIC - DOMAIN OF CREATION

At the dawn of time, the Primes lit the spark of life in every living creature. This spark, however, has gradually begun to fade from the world since the advent of the Night Eternal in the first step towards the disappearance of the entire cosmos. A handful of bold champions, elected by the dying creator entities, have arisen to counter this crisis and defend the natural balance.

Among the Apostates of Rahidra, some individuals are chosen to act as priests and protectors of life. These guardians of the primordial spark are a light in the darkness and hope for those who intend to preserve the natural balance, keeping alive what remains of the Primes in the long struggle against the advance of nothingness.

Although it is a role typically belonging to the tribal culture of the Ejre and the Apostates of Rahidra, almost anyone can manifest a willingness to protect life from the advance of the Dark Mirror. The Primes give energy to these adventurers, and the power of the elements manifests on their invocation, as a redemption of a nature that withers slowly, but without giving in to its own destiny.

Cleric level	Creation Domain spells
1st	<i>create or destroy water, thunderwave</i>
3rd	<i>flaming sphere, gust of wind</i>
5th	<i>Protection from energy, sleet storm</i>
7th	<i>stoneskin, fire shield</i>
9th	<i>conjure elemental, reincarnate</i>

ADDITIONAL SKILLS

When you choose this domain at 1st level, you gain Proficiency in one type of Artisan's tools of your choice and in one skill of your choice among Nature, Survival, and Religion.

SPARKS OF CREATION

When you choose this domain at 1st level, you learn one cantrip of your choice from the following: *produce flame, ray of frost, shocking grasp, shillelagh*. All items on this list are to be considered cleric cantrips.

DISCIPLE OF CREATION

At 1st level, when casting a cleric spell of 1st level or higher, you can cast a cantrip learned through the Sparks of Creation feature as a bonus action (this feature allows you to ignore the rule of casting spells as a bonus action).

This feature can be used as many times as your Wisdom modifier (minimum 1), then you regain each use you spent after you complete a long rest.

CHANNEL DIVINITY: BREATH OF CREATION

At 2nd level, you can use Channel Divinity to create a powerful echo of the Primes' energy.

Using an action, you raise your holy symbol to invoke the power of one of the four elements (Fire, Air, Water, or Earth), producing an immediate effect on the battlefield and summoning an elemental spirit. The creature is summoned to a point within range and remains until it is reduced to 0 Hit Points, you are rendered unconscious or a minute has passed. The Mephit can receive orders telepathically, acting in the same turn as the summoner, starting from the turn following the one in which it was summoned. A Mephit summoned through this feature does not have access to its Innate Spells.

The effects produced when you use this feature are described below:

- **Fire:** Any creature in a 30 feet cone in front of you is hit by a scorching blast of lapilli and ash and takes fire damage equal to 1d4 plus your Wisdom modifier; in addition, a Steam Mephit is summoned.
- **Air:** You gain the ability to fly at a speed of 30 feet until the end of your next turn, and any creature, size Large or smaller, within 20 feet of you is pushed back 10 feet by the same mighty wind that lifts you; in addition, a Dust Mephit is summoned.
- **Water:** A sudden and violent downpouring of rain falls on the battlefield in a 30 feet radius around you, extinguishing any non-magical flame and giving fire resistance to all creatures present until the end of the following turn; in addition, a Steam Mephit is summoned.
- **Earth:** A tremor shakes the ground, creating difficult terrain in an area of 20 feet square beneath you (you

must necessarily be in contact with the ground); any creature, size Large or smaller, that is in the area of difficult terrain falls prone; in addition, a Dust Mephit is summoned.

ELEMENTAL AEGIS

At 6th level, you can spend a spell slot of 1st level or higher as a Reaction when you take fire, lightning, cold, or thunder damage. The damage taken is reduced by 1d8 per spell level of the slot spent.

PRIMEVAL STRIKE

At 8th level, you gain the ability to infuse your attacks and spells with primal energy. Once per turn, when you hit a creature with a melee weapon attack or a cantrip learned through *Sparks of Creation*, you can deal 1d6 additional damage to the target. This damage can be chosen between fire, cold, lightning or thunder, of your choice. This damage increases to 2d6 when you reach 14th level.



PRIMORDIAL RHYTHM

At 17th level, when casting a Creation Domain spell of 1st level or higher, you roll 1d6: if the result is equal to or below the spell level, you regain a use of Channel Divinity, if usable (the number of maximum uses does not change).

DRUID - ARCHETYPE "CIRCLE OF MASCIARI"

Those who know how to listen know the sound of the dying earth and hear the hissing of souls trapped between this world and others. Innocent creatures and totemic spirits seeking solace: these beings speak to us and we give them a voice, while our body takes on the ghostly appearance of those children of creation whose steps no longer walk the earth.



NIGHTFELL

The Druids of the Circle of Masciari, also known as the Circle of Death, have learned to perceive the darkest and most dreary face of nature, and consequently to tap into it. They are the descendants of ancient pagan cults, and as such they pass on the spirituality of those ancestors who first studied the esoteric arts that bind mortals and creation in order to shape the primeval energies according to their will.

With the death of the Primes, darkness has hopelessly corrupted the world of the living, and the Masciari are ready to use this evil against death itself. They usually adhere to the religion of the Apostates of Rahidra, but it is not unusual to see them venerate older entities that dominated the world in the past. A druid of this circle, however disturbing their abilities may seem in the eyes of many, often turn out to be a great ally and a fierce sentry against the corruption of the Dark Mirror.

NECROTIC CARESS

When you choose this circle at 2nd level, you learn the *poison spray* cantrip.

DARK WILD SHAPE

At 2nd level, when using the Wild Shape feature, you can accept a reduction to your Maximum and Current Hit Points equal to your character level. In doing so, the chosen Wild Shape will become a Dark Wild Shape, permeated by the energies of Ènferun. The loss of Maximum Hit Points is recovered after a long rest.

A Dark Wild Form gains the following features in addition to (or in place of, where specified) those of the Beast you transform into:

- The type of creature changes from Beast to *Undead*
- Resistance to necrotic damage, poison, and cold damage, and also resistance to bludgeoning, slashing, and piercing damage when inflicted by non-magical weapons.
- Weakness to radiant damage.
- Darkvision (60 feet).
- Maximum Hit Points increased to 15, unless the chosen Beast already has a higher amount; for each of your druid levels above the 2nd, increase said Maximum Hit Points amount by your Wisdom modifier.
- Each attack of the Dark Wild Shape deals 1d6 additional damage, cold or necrotic, depending on the

type chosen during transformation; this additional damage increases at 6th level (1d8), 10th level (1d10) and 14th level (1d12).

- *Shadow Stealth*: As long as you are in dim light or darkness, you can use Hide as a bonus action.

UNHOLY BOND

At 6th level, you have Advantage on Saving Throws against effects that cause the Frightened condition. You also have access to additional spells related to the netherworld, as shown in the following table:

Druid Level	Unholy Bond spells
6th	<i>speak with dead</i>
9th	<i>animate dead</i>
12th	<i>circle of death</i>
15th	<i>finger of death</i>

DREAD NECROMORPHOSIS

At 10th level, you can spend two uses of Wild Shape simultaneously to transform into a Dread Shambler.



Dread Shambler

A Dread Shambler is an *Undead* elemental, consisting of animal carcasses, mud, branches, topsoil, and bones. This being is the most literal manifestation of the corruption of the natural world at the hands of Ènferun and usually represents the death that lingers in the wilds. It cannot be animated by spells or formed spontaneously, but it is the result of the druid practices of the Masciari, who have learned to harness the necrotic energies of dying nature. Those in the Circle of Death take this form to unleash the wrath of the dead Primal.

DREAD SHAMBLER

Elemental Large (Undead), Neutral

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	6 (-2)	10 (+0)	5 (-3)

Armor Class 17 (Natural Armor)

Hit Points 107 (12d10+36)

Speed 30 feet

Vulnerability to radiant damage, Grim Weapon damage
Resistance to necrotic damage; bludgeoning, piercing and slashing damage when inflicted from non-magical attacks

Immunity to poison damage

Condition immunity to Poisoned, Restrained, Paralyzed, Petrified, Unconscious, and Frightened

Senses Passive Perception 10, Darkvision 60 feet

Languages Whisper of the Echoes

Challenge 5 (1800 XP)

ACTIONS

Multi-attack: a Dread Shambler makes two slam attacks

Slam: *melee weapon attack:* +8 to hit, range 5 feet, one target; hit: 13 (2d8 + 4) bludgeoning damage; the target is Frightened until the end of its next turn if it fails a Wisdom Saving Throw (DC 12)

Pile of Carcasses (Recharge 4-5-6): a Dread SHambler can decompose into a pile of bones, sludge and debris and gains the benefits of the Dodge and Disengage actions until the beginning of its next turn; if it traverses a creature's space while in this form, that creature must make a successful Strength Saving Throw with a save DC 16 or take 6 (1d4+4) bludgeoning damage and is knocked prone.

LORD OF BONES

At 14th level, your connection to nature's corruption and knowledge of death allows you to command the *Undead*.

When an *Undead* attacks you, you can use your Reaction to spend a spell slot and attempt to take control of it. If the target's Challenge Rating is equal to or below the level of the spell slot spent, the *Undead* must make a successful Wisdom Saving Throw against your spell DC or fall under your control; otherwise, the feature has no effect. Targets with Intelligence 10 or higher have Advantage on the Saving Throw to resist this feature.

As long as it stays within 60 feet of you, the *Undead* can receive simple telepathic commands, of one or two words, which it will obey to the best of its abilities. Some commands, for example, can be: "protect me", "attack", "patrol", "wait here", "drag this". In the absence of a specific command or if unable to carry out the assigned task, the *Undead* will only defend itself (using the Dodge action in combat), remaining within a 60 feet of you, if possible .

The *Undead* will stay under your control until it is destroyed, until the Full Moon rises, or until you use this feature against another *Undead*. If the effect ends without the *Undead* being destroyed, it will remain Incapacitated for a round, only to become hostile afterwards.

FIGHTER - MARTIAL ARCHETYPE "WARDEN OF THE DEAD"

As long as I have breath, my shield will rise to protect my people, and my blade will lead the charge into the advancing enemy. There is no rest for the Warden of the Dead, for we are the wall that separates you from the surrounding darkness. We are the hearth around which the shadows do not rush.

The Wardens of the Dead are an elite military order, highly trained in combining esoteric practices and martial arts. There are few proper settlements that cannot boast of such warriors , whose purpose is to stand between the creatures of the night and the inhabitants of villages, fortresses, and towns.

The Wardens of the Dead are not afraid of the occult, thanks to their unwavering spirit and audacity without equal.

MARK OF THE DEAD

At 3rd level, you can use a bonus action to mark both a weapon you wield and a target you can see within 30 feet.

With the simple activation of this feature, you have Advantage on Wisdom Saving Throws for the duration of the effect; the marked weapon will deal additional damage to the marked target equal to your Wisdom modifier (min 1).

If the target is an *Undead*, *Fiend*, or *Aberration* and is reduced to 0 Hit Points while under the effect of Mark of the Dead , the marked weapon gains 2 Grim Points, regardless of whether the lethal damage has been inflicted with this weapon.

The effect of the mark ends after 1 minute or if this feature is used on another creature.

You can use this feature a number of times equal to your

Wisdom modifier (minimum 1), and you regain each use you spent after you complete a long rest.

SPIRITUAL VIGIL

At 7th level, when you recover Soul Points at the expense of Hit Dice during a short rest, you recover 2 additional Soul Points per Hit Dice spent.

In addition, as long as your Soul Points reserve is equal to or less than half their maximum value, you have Advantage on Wisdom (Perception) checks and can see invisible or ethereal creatures within a 30 feet radius.

SPIRIT OF STEEL

At 10th level, each time you lose Soul Points due to encountering a Vile Foe, the amount lost is halved (rounded down). Any loss of Soul Points caused by factors other than Vile Foe, on the other hand, will be reduced by 1 (to a minimum of 1).

BLACK STEEL GLOVE

At 15th level, each Grim Weapon you possess reduces your maximum Soul Points by only one-third of the Grim Threshold value (rounding up), rather than the entire Grim Threshold value. If the Grim Weapon is a Black Pit Weapon, this feature has no effect.

Also, when you use Mark of the Dead, you may target all creatures you can see within 30 feet.

SPIRIT OF ADAMANTIUM

At 18th level, each time you lose Soul Points, the amount lost will be reduced by 3 (to a minimum of 1); in addition, anytime you lose Soul Points, you can use your Reaction to regain an equal amount of Hit Points.



MONK - ARCHETYPE "WAY OF THE FOUR TRUTHS"

Still is the fist of those who follow the Truths, since the secrets of this tradition transcend the worldview proper to mortals. Whatever adversity these monks face, their minds remain firm, without yielding to the human emotions that are so trifling when compared to the Four Truths.

Among the followers of the Old Tradition there are martial masters whose discipline leverages the awareness given by the Four Truths.

Each of the Four Truths is linked to a specific secret technique, handed down in temples to those who can see through the mere words recited in the Truth and reach its purest intrinsic meaning. This technique makes it possible to equate oneself with the cosmos, and from this awareness draw further energy.

Once training is complete, the novices leave the temple to begin a path of inner growth, becoming warriors and protectors. They are ready to face the dangers of the endless night and their spirit is guided by the deep awareness of themselves and the world that they have grown to understand after years of study and martial practice.

FIRST TECHNIQUE, SIDEREAL VOID TOUCH

At 3rd level, you begin to put your studies into practice and learn to manipulate the energy of the Sempiternal who echoes through everything in the form of Ki and, with this energy, send your enemies back into the sidereal void.

When you hit a target with an attack granted by Flurry of Blows, the target must make a successful Wisdom Saving Throw or, instead of taking the appropriate damage, be exiled to a demiplane out of time and space where it is Incapacitated. At the end of its next turn, the target reappears in the precise spot where it disappeared.

Using this technique successfully results in one level of Exhaustion unless you make a successful Constitution Saving Throw with DC 10 + the target's Challenge Rating.

SECOND TECHNIQUE, AWAKENING OF EXISTENCE

At 6th level, if you start your turn at 0 Hit Points, you can spend any amount of Ki points you choose to immediately recover 5 Hit Points for each Ki point spent.

THIRD TECHNIQUE, TEARING UP THE DARK VEIL

At 11th level, when you hit an *Aberration*, *Fiend* or *Undead* with an unarmed strike, you deal 1d4 additional radiant damage.

FOURTH TECHNIQUE, EVENT HORIZON

At 17th level, whenever you fail an Attack Roll, a Saving Throw or a Skill check, you can spend 10 Ki points to automatically succeed instead.



PALADIN - ARCHETYPE "OATH OF RAHIDRA"

Among the most steadfast defenders of primordial life are those paladins who dedicate their lives to Rahidra, where the red earth of the Grassland of the Ancient proves their words of devotion to creation to be true.

These devoted soldiers form the elite of the Apostates of Rahidra: knights completely and utterly faithful to the sacred principles of this religion. They draw their energy from the primeval source of power that permeates creation, and their courage lies in their sacred sense of duty to defend what remains of life against the *Aberrations* that bear the name of Echoes of Death.

Although their principles are similar to those of the Clerics of Creation, their role is purely warlike. They channel the power of ancient, silent deities to manifest the most destructive side of nature.

Their word is punishment against the horrors of the night.

CHANNEL DIVINITY

When choosing this oath at 3rd level, you gain the following options for Channel Divinity:

Elemental Weapon: As an action, you can coat a weapon that you are wielding with elemental energy by using the feature Channel Divinity; by doing so, you would add your Charisma modifier to that weapon's damage (min 1). All weapon damage is converted to fire, lightning, thunder, or cold damage according to which one you select the moment you strike. The weapon will also emit bright light within a radius of 20 feet and dim light for another 20 feet; you can end this effect instantly by spending a bonus action; the effect also ends if the weapon is no longer in your hands, or if you fall unconscious.

Primordial Winds: As an action, you raise your holy symbol and summon powerful winds of primordial magic that overwhelm your enemies; choose a type of damage between fire, cold, lightning, thunder.

- **Fire:** A loud explosion of flames engulfs you; any creature within a 30 feet radius must make a successful Dexterity Saving Throw or take 4d6 fire damage, halved on a successful Saving Throw.

- **Cold:** You lay your hand on the ground and cover the surrounding area with enchanted frost; the ground within 30 feet will become difficult terrain until the beginning of your next turn; any creature in the area of effect must make a successful Constitution Saving Throw or take 3d8 cold damage.



- **Lightning:** You raise your sacred symbol high, and, after a few moments, you are enveloped by lightning that departs from your body to unleash the wrath of the heavens on your enemies; any creature within a 30 feet radius must make a successful Dexterity Saving Throw or take 2d10 lightning damage and cannot perform Reactions until the end of its next turn.
- **Thunder:** Your cry sounds out as the roaring of thunder, emitting a devastating shockwave; any creature within a 30 feet radius must make a successful Strength Saving Throw or take 3d6 thunder damage and be pushed 10 feet back; creatures size Large or smaller are also knocked prone.

OATH SPELLS

You get the following spells at the indicated levels:

Paladin level	Oath of Rahidra spells
3rd	<i>burning hands, thunderwave</i>
5th	<i>acid arrow, blur</i>
9th	<i>protection from energy, call lightning</i>
13th	<i>wall of fire, ice storm</i>
17th	<i>conjure elemental, flame strike</i>

PRIMORDIAL AURA

At 7th level, any hostile creature within 10 feet of you does not enjoy the benefits of fire, lightning, cold, or thunder damage resistance. At 18th level, the radius of this aura increases to 30 feet.

RAHIDRA'S EMBRACE

At 15th level, when a creature hits you with a melee attack, it takes fire, cold, lightning, or thunder damage (of your choice) equal to your Charisma modifier.

ETERNAL GUARDIAN

At 20th level, by spending an action, you can gain the ability to lose yourself in the energies of the Primes, acquiring the following benefits for the duration of 1 minute:

- Resistance to fire, cold, lightning and thunder damage.
- Whenever you make a successful Death Saving Throw, you automatically gain 20 Hit Points at the end of your turn.

RANGER - ARCHETYPE "DREAMSTRIDER"

In sleep, the spirit travels, migrating to the shores of clarity and mystery. Those who were born under the blessing of the stars become wandering souls, observing the world with their eyes closed, and wandering, in constant search of prey in the infinite darkness of the oneiric.

You are born a Dreamstrider, you cannot become one. These rangers hold great mediumistic and spiritual abilities, and develop a propensity for hunting witches and other supernatural creatures invisible to most mortals. Their most incredible power manifests itself in the form of vivid dreams, and when they close their eyes to sleep their spirits depart for a dreamlike hunt. They lead a solitary life, but there are some Dreamstrider circles that train new initiates and gather to hunt down witches.

Those who are aware of this dual nature, some who know it from birth and others who discover it later, accept and embrace their personal mission, for they know that their rare and powerful gifts derive from Sidir. With or without training, these mysterious characters master the art of hunting instinctively and roam like predatory souls in the twilight age of mortals.

DREAMSTRIDER MAGIC

At 3rd level, you learn additional spells at the ranger levels indicated below. Those spells are not counted in the maximum number of spells known per level.

Ranger Level	Dreamstrider spells
3rd	<i>protection from good and evil</i>
5th	<i>see invisibility</i>
9th	<i>dispel magic</i>
13th	<i>locate creature</i>
17th	<i>hold monster</i>

TROUBLESHOOTING BRANCH

At 3rd level, you learn the *shillelagh* cantrip and can use it on any object of plant origin (branches, lianas, or roots) at least 3 feet long, whether it is considered a weapon or not. You are Proficient in the use of these improvised weapons as long as they are under the effect of *shillelagh*.

SILVER SPOON

At 3rd level, you benefit from unexpected strokes of luck just when things seem to be at their worst.

When performing an Ability Check, Attack Roll, or Saving Throw with Disadvantage, you can use your Reaction

to turn a single source of Disadvantage into Advantage on that specific roll (additional sources of Disadvantage may nullify the Advantage gained from this feature, as usual).

This feature can be used as many times as the ranger's Wisdom modifier, and you regain each use spent after you complete a long rest.

NIGHT TRAVEL

At 7th level, you can separate, during sleep (not necessarily a long rest) your consciousness from your physical body, falling unconscious for the duration of the separation. Your consciousness will appear in the material world as a spirit shaped like a small animal of choice among those granted by the spell *find familiar*. This spirit will be able to explore the surrounding world, without limits of distance (must remain on the same plane of existence).

You can stay in the form of a spirit for 8 hours, or until you spend an action to end this feature. If you put an early end to the body-spirit separation you can decide whether to return consciousness to the body, and wake up, or choose to magically teleport your body to your spirit. In the latter case, the ranger must make a successful Constitution Saving Throw (DC 15) or suffer a level of Exhaustion.

WITCH HUNTER

At 11th level, you become a living anathema to witches and spellcasters. When a creature casts a spell near you, you can mark it as the Enchanted Enemy. Melee attacks against the Enchanted Enemy have a damage bonus equal to your Wisdom modifier when you attack it with weapons. In addition, you have Advantage on Saving Throws against spells cast by the Enchanted Enemy, Enchanted Enemy spells that involve an Attack Roll against you have Disadvantage, and you gain Resistance to any damage inflicted by the Enchanted Enemy. The creature remains branded until it or you are rendered unconscious. This feature can be used once, then you regain its use after you complete a long rest.

PERCEPTION OF THE DEAD

At 15th level, you are immediately aware of the presence of *Undead* within 200 feet, being able to determine their general direction in a 90° arc. In addition, you cannot be surprised by *Undead* and get a bonus of +2 to Initiative checks in the fights against them.



ROGUE - ARCHETYPE "NIGHT AGENT"

The wanderer who walks the streets of the night under the constant gaze of the Lunar Goddess pledges a tacit bond with her, and from the pale face of Mirithlen tears flow to help them in their endeavors. Winters come and go, but a Night Agent knows that relying on the constant glimmer of the moon can always lead to salvation.

These wanderers of the night dedicate themselves to Mirithlen and take advantage of the silvery power she bestows on mortals, drawing new abilities from her and relying on the eternal succession of lunar cycles as if it were the wheel of their own destiny.

Whether they are aimless vagabonds in the lonely expanses of Iürmen, individuals lost while fighting for their own survival, or agents hired for dangerous missions, these rogues use the power of the Moon to develop abilities that are enigmatic to most mortals. Their path is the line separating darkness and moonlight, placing the Night Agents in the middle of these two aspects, as if they were two sides of the same coin.

EMBRACE OF THE MOON

At 3rd level, you gain benefits related to the current Lunar Phase:

- **Full:** The Moon shines light upon the mind; you have Advantage on Perception, Investigation, and Insight checks.
- **Ascendant:** The Moon gives courage and resourcefulness; you have Advantage on Initiative check and Saving Throws to avoid the Frightened condition.
- **Descending:** The Moon preserves life; your speed increases by 10 feet and you get a +1 bonus to all Saving Throws.
- **New:** The Moon hides you in shadows; you have Advantage on Stealth, Sleight of Hand, and Deception checks.



NIGHT AGENT'S CHARM

At 3rd level, as Night Agents are notoriously feared and respected figures, you gain Proficiency in a skill of your choice between Persuasion and Intimidation. You gain expertise with that skill, meaning your Proficiency bonus is doubled when you perform a check that uses the chosen skill.

SILVERY GIFTS

At 9th level, you can cast the following spells depending on the current Lunar Phase:

FULL MOON	<i>gleam, moonluck</i>
ASCENDING MOON	<i>moonrain, lunar beacon</i>
DESCENDANT MOON	<i>glyph of Mirithlen, moonstairs</i>
NEW MOON	<i>horror, fare for memories</i>

Each spell can be cast once, then you regain its use after you complete a long rest.

These spells can be consulted in Chapter 8.

DEATH TO DARKNESS

At 13th level, when you use a sneak attack on an *Undead*, *Aberration*, or *Fiend*, any sneak attack damage dice that have resulted in a 2 or less will be counted as if it had resulted in a 3.

SHARP MOON

At 17th level, as long as you stay under the moonlight (outdoors, at night, regardless of the current Lunar Phase), you never have Disadvantage on Attack Rolls against *Aberrations*, *Fiends* or *Undead*. If you have Disadvantage on Attack Rolls against *Aberrations*, *Fiends* or *Undead* for any reason, you automatically have Advantage, so they cancel each other.

SORCERER - ORIGIN: LEGACY OF THE WORLD BELOW

The innate magic of sorcerers is well known and feared by many. Some shun these figures of arcane power and drive them away, while others view them as symbols of a power that springs from early sources in its purest form. Some of these individuals bring within them the immanent energies of the earth and stone that were sacred to the ancient peoples of the World Below.

Sorcerers who manifest the Legacy of the World Below learn to unleash the pure and chaotic magic of the bones of the world. Iürmen's flaming core, enclosed between countless layers of rock as if in a casket, is the very heart of the Primes and one of the few remaining sources of life. These sorcerers can draw on it to unleash extremely destructive elemental spells.

In past ages, the Lyvar and the Rizadrin have followed customs based on the knowledge of these sorcerers, so attached are they to the cold stone and the dark world beneath the surface. In the Lunar Age, although separated from their underground homeland, some agents of this ancient power still roam Iürmen, dexterous in mystical abilities drawn from the earth itself.

BLOOD OF THE EARTH

At 1st level, your AC is equal to 12 + your Dexterity Modifier as long as you remain unarmored.

Also, when casting a spell, you gain Temporary Hit Points equal to the level of the spell cast (cantrips still grant 1 Temporary Hit Point). These Temporary Hit Points double if you are underground or in a natural cave or chasm.

ECHO OF THE TUNNELS

At 1st level, you have Advantage in hearing-based Wisdom (Perception) checks, and as long as you are underground or in a natural cave or chasm, the Skill bonus in these trials is doubled. In addition, you automatically learn the *message* cantrip.



NIGHTFELL

PRIMEVAL MOMENTUM

At 6th level, casting a spell with a casting time of one action allows you to perform a melee spell attack as a bonus action. This attack deals 1d8 force damage, plus 1 additional damage per spell level (cantrip are considered 0-level spells).

If this attack hits, you may spend 1 to 3 Sorcery Points to unleash your primal arcane energy, selecting one of the following options for each point spent (the same option cannot be chosen multiple times):

- The attack deals additional damage equal to your Charisma modifier.
- All other creatures (yourself excluded) within 5 feet of the target takes force damage equal to your Charisma modifier, plus 1 additional damage per spell level.
- The target is knocked to the ground prone, and its speed is reduced to 10 feet until the end of its next turn.
- You gain a +2 bonus on AC and Saving Throws until the beginning of your next turn.
- The target cannot take Reactions and has a -2 penalty to the AC until the beginning of its next turn.

HEART OF STONE

At 14th level, you are Proficient in Wisdom Saving Throws and gain Immunity to Frightened and Charmed conditions as long as you have at least 1 Sorcery Point.

RETURN TO THE CAVE

At 18th level, when reduced to 0 Hit Points, or when you run out of all spell slots of 4th level or higher, you may decide to use your Reaction to be teleported to a safe, isolated, and uninhabited cave within a 6 miles radius. You do not need to know the location of the cave, nor its actual presence, but you can designate one previously visited as a destination.

This feature can be used once, then you regain its use after you complete a long rest.

WARLOCK - PATRONS: THREE SOURCES OF ARCANE POWER

A thousand faces watch you from infinity, you who seek wisdom and crave power. Extend your hand to the unseen fabric of the realms and wait for one of them to answer your call.

PATRON: SIDIR ENTITY

Divine sparks reside in the cosmic darkness: those who are and always will be, those who represent time and space. These beings without beginning nor end remain motionless to observe the flow of aeons. Among them, some turn their attention to the mortals of Iürmen. Only a lucky few receive answers to their prayers, directed towards the starry vault above them and to the cold and distant stars.

Extended spell list

Sidir Entities allow you to choose spells from an extended list. The following spells are added to your warlock spell list.

Spell level	Sidir Entity spells
1st	<i>color spray, feather fall</i>
2nd	<i>mooncloak*, augury</i>
3rd	<i>blink, moonamorphosis*</i>
4th	<i>freedom of movement, elastic sphere</i>
5th	<i>cone of cold, lunar fortitude</i>

*these spells can be found in Chapter 8.

Bonus cantrip

At 1st level, you learn the *globe of eclipse* cantrip (see Chapter 8).

Consciousness of the Sempiternal

At 1st level, you can choose a skill each time you complete a short or long rest to become Proficient in. In addition you gain expertise in that skill, meaning your Proficiency bonus will be doubled when you use that skill. These benefits persist until you use this feature again after completing a short or long rest.

Instant Travel

At 6th level, when casting a 1st level spell or higher during your turn, you can teleport instead of using other movement methods for that turn. The covered distance is counted as if you had moved normally. Any number of short teleports can be combined with traditional movement methods at will, as long as the total movement does not exceed what is allowed by your base speed.

Transcendent Body

At 10th level, you gain Resistance to cold, necrotic, and radiant damage.

Aloof as the Cosmos

At 14th level, you can use your Reaction to ignore the effects of a spell of 3rd level or lower that it is targeting you, or includes you as a target in its area of effect. This feature lasts until the end of your next turn if the spell has a duration that is not instantaneous.

This feature can be used once, then you regain its use after you complete a long rest.



PATRON: DYING PRIME

Few, among mortals, can listen to the lament of nature and the litany of elementals invisible to the eye. Encountering these entities, once supreme and ethereal and now bound to the earth, can make champions of mortals who carry with them the slowly withering cry of life. Prime magic will flow into these chosen, transforming them into heralds of the ancient ones that yearn to survive the Night Eternal.

Extended spell list

Dying Primes allow you to choose spells from an extended list. The following spells are added to your warlock spell list.

Spell level	Dying Prime spells
1st	<i>entangle, cure wounds</i>
2nd	<i>lesser restoration, prayer of healing</i>
3rd	<i>mass healing word, plant growth</i>
4th	<i>ice storm, giant insect</i>
5th	<i>reincarnation, tree stride</i>

Bonus cantrip

At 1st level, you learn the *spare the dying* Necromancy Cantrip.

Everlasting Vitality

At 1st level, you have Advantage on Death Saving Throws. Whenever you spend Hit Dice during a short rest to recover Hit Points, you regain additional Hit Points equal to your Charisma modifier for each Hit Dice spent.

Glimmer of Hope

At 6th level, when casting a 1st level spell or higher, you can spend a Hit Die to regain Hit Points and Soul Points as if you completed a short rest.

Source of Eternal Life

At 10th level, when you spend a Hit Die and get a 1 or 2 as a result, that Hit Die is considered unspent, but Hit Points and Soul Points are regained, nonetheless.

Tears of a Dying Earth

At 14th level, you can spend a bonus action and allow yourself to become a vessel of the residual energies of your patron for 1 minute. In doing so, you are coated with material of natural origin (vegetation, earth, mud, but also lava, water, snow, or ice) depending on where you are located, becoming a majestic elemental-like creature.

You gain the following benefits:

- Your size becomes Large.
- Strength score increases to 16 (+3) unless it was already higher.
- Resistance to slashing, piercing, bludgeoning, fire, cold, thunder and lightning damage.
- Speed of digging, climbing, swimming, and flying equal to your base walking speed.
- You can perform slam melee attacks, with a 10 feet reach, dealing 2d8 bludgeoning damage (plus your Strength modifier); this melee attack is considered magical for the purpose of overcoming damage resistance.

When casting a 1st level spell or higher with casting time equal to an action during your turn, you can spend a bonus action to perform a single slam melee attack.

PATRON: ECHO OF DEATH

Beyond the veil of night, dark beings crave the corruption and decay of the world. Those who observe the unchallenged advance of darkness will soon realize that darkness is watching in turn. Whether it is greed or despair that leads mortals before the Echoes, once they grasp your heart, they will not cease to hiss their grim language into your soul. Asking for their favour is easy but freeing yourself from their mortal grip is impossible.

Making deals with these entities is difficult, as it seems obvious that their only purpose is to destroy reality; that same reality where their sponsored warlocks live. A warlock that deals with the Echoes may have been seduced by darkness or may have requested help as a desperate act, but the gift of the Echoes will later turn out to be an inescapable curse. Unless the warlock goes insane, or turns hopelessly to evil, the burden of these patrons becomes harder and harder to bear.

Lagoran's fate stands out as a clear warning to anyone who approaches the Echoes of Death.

Extended spell list

Echoes of Death allow you to choose spells from an extended list. The following spells are added to your warlock spell list.

Spell level	Echo of Death Spells
1st	<i>detect evil and good, false life</i>
2nd	<i>blindness/deafness, protection from poison</i>
3rd	<i>animate dead, speak with dead</i>
4th	<i>greater invisibility, black tentacles</i>
5th	<i>cloudkill, antilife shell</i>

Bonus cantrip

At 1st level, you learn the *freezing snare* cantrip (see Chapter 8).

Accustomed to Darkness

At 1st level, you gain an additional Soul Point per level.

As long as you have at least one warlock spell slot, you can understand the Whisper of the Echoes and have Darkvision up to 120 feet, seeing through magical darkness as if it were normal darkness.

Tolerated by Darkness

At 6th level, as long as you have at least one warlock spell slot, you cannot be attacked by *Aberrations*, *Fiends* or *Undead* unless they make a successful Wisdom Saving Throw against your spell DC. This effect ends on a specific creature if you make an attack or cast a spell that targets, or includes in the area of effect, the creature itself.

Death to Death

At 10th level, as long as you have at least one warlock spell slot, you can add a bonus equal to your Charisma modifier to the first damage roll you make on each of your turns, provided that the target is an *Aberration*, *Fiend* or *Undead*.

Last Shred of Soul

At 14th level, as long as you have at least one warlock spell slot, when your Soul Points are reduced to 0, you can take a Charisma Saving Throw (DC 20) to regain 1 Soul Point. If the Saving Throw fails, you cannot use this feature again until you complete a long rest.

WIZARD - ARCANES TRADITION: SCHOOL OF THE MOON

The young scholar slowly climbed the seemingly never ending steps of the tower. From an arrow slit window filtered the silvery gleam of the Moon, in the moment became aware of his new ability to weave new textures on the fabric of reality. He finally arrived at the top of the tower, his will adamantine although sweating and panting. A perfectly circular body of water reflected the image of the Moon. This was the place where he would finally elevate his powers and carry out the ritual for which he had prepared his whole life.

The School of the Moon explores the influence of Mirithlen's star on the magic that pervades the world. Scholars belonging to this doctrine learn how to channel the moonlight and the forces of attraction the Moon holds on the minds of mortals and the earth itself.

It is a common belief that wizards who worship the Full Moon can be trusted, whereas those studying the New Moon are motivated by sinister intentions. Others believe that all members of the School of the Moon, whatever the Lunar Phase to which they are devoted, change their disposition and purpose depending on which Moon is in the sky at the moment. Although they are only popular rumors without empirical foundation, they hide, like any legend, a grain of truth.

SCHOLAR OF THE MOON

When you choose this school at 2nd level, it must be combined with a Lunar Moment of your choice, every one of which is associated with a specific school of magic. The gold and time required to copy a school spell associated with your specific Lunar Phase into a spell book is halved. Each time you gain a wizard level, you may choose a different Lunar Moment.

The chosen Lunar Phase replaces your Birthmoon.

1. New Moon - Necromancy
2. Waxing Crescent - Evocation
3. First Quarter - Conjuration
4. Waxing Gibbous - Transmutation
5. Full Moon - Abjuration
6. Waning Gibbous - Divination
7. Last Quarter - Illusion
8. Waning Crescent - Enchantment

SELENITIC

At 2nd level, you gain the ability to tune in to the Moon to upgrade your spells. As long as you remain outdoors under the direct influence of the Moon, you can use your bonus action to have Advantage on an attack with a spell, or to force a target creature to have Disadvantage on the Saving Throw against the next spell you cast before the end of your next turn. You can use this feature once, then you regain its use after you complete a long rest.

Also, if the Moon is in the Lunar Phase chosen with Scholar of the Moon, the spell save DC increases by 1.

SILVER VOICE

At 6th level, you gain the ability to telepathically communicate with any sentient creature you can see within 100 feet.

MOON'S PRESENCE

At 10th level, you bring the influence of the Moon wherever you go, enjoying the benefits of Selenitic even during the day, or when the sky is covered, or while in closed places where the moonbeams do not arrive.

SILVER SOUL

At 14th level, the harmony with the Moon is such that you can enjoy the benefits of Scholar of the Moon and Selenitic during any Lunar Phase. In addition, you have Advantage on Saving Throws to maintain focus on Consecrated spells.



NEW CLASSES

The classes listed below are to be considered original classes, in addition to those of the most famous role-playing game in the world and are conceived according to Nightfell's lore. The options we propose can help you identify more with the discovery of the occult world of Iürmen, experimenting with skills in line with the atmospheres of this setting.

LUNAR CULTIST

In the darkness of sunless days there is nothing but sadness and solitude, but as the sky is enlightened, the night comes back and with it, Mirithlen. May the Moon be a guide and be benevolent in her new phase. We Cultists are her tools, and her pale light is our shield against darkness.

Soldiers devoted to the cult of Mirithlen and experts in Lunar Divination and in the exorcism of night creatures. These cultists, forged by severe training and inspired by the power of the Trifold Goddess, can rely on incredible powers that draw their strength from the influence of the Moon on the Material Plane.

CLASS FEATURES

As a Lunar Cultist, you gain the following class features:

HIT POINTS

Hit Dice: 1d10 per Lunar Cultist level

Hit Points at 1st level: 10 + Constitution modifier

Hit Points at higher levels: 1d10 (or 6) + Constitution modifier per Lunar Cultist level after 1st

MULTICLASS REQUIREMENTS

Strength 13, Wisdom 13

PROFICIENCIES

Armor: light armor, medium armor, shields

Weapons: all simple weapons

Tools: herbalism kit, alchemist's supplies

Saving Throws: Strength and Wisdom

Skills: choose two from Arcana, Intimidation, Insight, Investigating, Medicine, Persuasion, Religion, History



EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) any simple weapon or (b) any martial weapon (if Proficient)
- (a) leather armor or (b) scale mail or (c) chainmail (if Proficient)
- (a) a shield or (b) any simple weapon
- (a) a priest's pack or (b) an abjurer's pack

Level	Proficiency bonus	Features	Spells known	Spell slots per spell level			
				1st	2nd	3rd	4th
1st	+2	Devout Protector (1), Will of the Moon, Lunar Oath	-				
2nd	+2	Fighting Style	-				
3rd	+2	Spells, Lunar magic initiate	2	2			
4th	+2	Ability score improvement, Lunar Divination	3	3			
5th	+3	Extra Attack (I)	3	3			
6th	+3	Oath Feature	3	3			
7th	+3	Steadfast Devotion	4	4	2		
8th	+3	Ability score improvement, Accurate Divination	5	4	2		
9th	+4	Silvery Gaze	5	4	2		
10th	+4	Devout Protector (1), Oath Feature	6	4	3		
11th	+4	Renewed Faith (1)	7	4	3		
12th	+4	Ability score improvement	7	4	3		
13th	+5	Stern Inquisitor	8	4	3	2	
14th	+5	Extra Attack (II)	9	4	3	2	
15th	+5	Secure Divination	9	4	3	2	
16th	+5	Ability score improvement, Selenite Touch	10	4	3	3	
17th	+6	Devout Protector (1), Oath Feature	10	4	3	3	
18th	+6	Renewed Faith (1d4)	10	4	3	3	
19th	+6	Ability score improvement	10	4	3	3	1
20th	+6	Unchallenged Devotion	12	4	3	3	1

SACRED SOLDIERS OF THE LUNAR CULT

Lunar Cultists constitute the Lunar Cult militia, and their main purpose is to expand the influence of their faith and drive back into the darkness any *Aberration* they encounter in their path or that may threaten the sacredness of their mission. They strenuously oppose the forces of the Dark Mirror and have learned throughout their careers to channel the energy of the different phases of the Moon against their enemies.

DEVOUT PROTECTOR

At 1st level, you learn the *thaumaturgy* and *resistance* cantrips. You also gain the ability to cast *shield of faith* without consuming spell slots once (twice at 10th level and three times three at 17th level), and you regain each use you spent after you complete a long rest (your spellcasting ability for these spells is Wisdom).

WILL OF THE MOON

At 1st level, during the Lunar Phase corresponding to your Birthmoon, your maximum Soul Points increase by 2 per Lunar Cultist level.

LUNAR OATH

At 1st level, you choose a Lunar Oath corresponding to your Birthmoon. This oath gives you new features to the 1st, 6th, 10th, and 17th level (see below).

FIGHTING STYLE

At 2nd level, you adopt a particular fighting style as your specialty, focusing on a category of weapons of choice from those listed below. You cannot choose the same option more than once.

GREAT WEAPON FIGHTING

When you get 1 or 2 in a dice roll to determine the damage of an attack made with a two-handed melee weapon, you repeat the roll and use the new result, even if it is a 1 or 2 again. The weapon must have the Two Handed or Versatile properties for the Lunar Cultist to benefit from this feature.

DEFENSE

As long as you wear armor, you get a +1 bonus to your AC.

DUELING

When you wield a melee weapon in one hand without wielding any other weapons, you get a +2 bonus on that weapon's damage rolls.

PROTECTION

When a creature you can see attacks a target other than you within 5 feet, you can use your Reaction to make that creature's Attack Roll have Disadvantage.

To use this feature, you must hold a shield.

ARCHERY

You get a +2 bonus on Attack Rolls with ranged weapons.

SPELLS

At 3rd level, gifted with the power of the divine lunar essence, you can cast spells to shape that essence as you please.

Spell slots: the Lunar Cultist table shows how many spell slots you can cast your 1st level or higher Lunar Cultist spells. To cast these spells, you must spend a spell slot of the same spell level or higher. All spell slots spent are recovered when a long rest is completed. For example, if the 1st level blessing spell falls within your known spells, and you have 1st level slot and a 2nd level slot, that spell can be cast using any of the two slots.

Known spells of 1st level and above: you know two 1st level spells of your choice from the Lunar Cultist's spell list. The Spells Known column in the Lunar Cultist table shows when additional spells of your choice can be learned. Each of these spells must be of a level in which you have spell slots. For example, when you reach 7th level in this class, you can learn a new 1st or 2nd level spell. In addition, when you gain a level in this class, you can choose to replace one known Lunar Cultist spell with another spell from the Lunar Cultist spell list, as long as the new spell is of a level in which you have spell slots.

Spellcasting ability: your spellcasting ability is Wisdom is, as your magic comes from how intensely you perceive the influence of moonlight. Take your Wisdom score as a reference when a spell mentions the spellcasting ability. Use your Wisdom modifier to determine the Difficulty Class (DC) of Saving Throws for Lunar Cultist spells cast or used to attack.

Saving Throw DC= 8 + your Proficiency bonus + your Wisdom modifier

Spell attack modifier= your Proficiency Bonus + your Wisdom Modifier

LUNAR MAGIC INITIATE

At 3rd level, you gain additional known spells depending on your Lunar Oath. These spells are always considered Consecrated when cast by a Lunar Cultist.

EFFICIENT DIVINATION

At 4th level, you can perform Lunar Divinations by spending a spell slot of 1st level or higher, instead of 2nd level or higher.

ABILITY SCORE IMPROVEMENT

At 4th level, and again at the 8th, 12th, 16th and 19th levels, you can increase an ability score by 2, or increase two ability scores of your choice by 1. As usual, you cannot bring an ability above 20 through this feature.

If you implement the optional feats rule, you can give up this feature and choose a feat instead.

EXTRA ATTACK

At 5th level, you can perform two attacks, instead of one, when performing an Attack action on your turn. At 14th level, your attacks increase to three.

STEADFAST DEVOTION

At 7th level, when you roll for Initiative, you can use your Reaction to cast *shield of faith* on yourself with the Devout Protector feature, as long as you are not surprised.

ACCURATE DIVINATION

At 8th level, you grow in your mastery and knowledge of the divination arts related to the Moon: when practicing Lunar Divination during your Lunar Phase, you can roll 1d10 for Lunar Divination instead of 1d8. A result of 9 or 10 indicates that you can choose a result as you like.

SILVERY GAZE

At 9th level, you can use your bonus action to see invisible creatures within 30 feet. This effect lasts for 1 minute, and you can use it a number of times equal to your Wisdom modifier (minimum 1), and you regain each use you spent after you complete a long rest.

RENEWED FAITH

At 11th level, when you cast *shield of faith* with the Devout Protector feature, you regain 1 Soul Point. At 18th level, you regain 1d4 Soul Points instead.

STERN INQUISITOR

At 13th level, you have Advantage on Wisdom (Insight) checks and Intelligence (Investigation) checks, as well as on Saving Throws against Illusion.

SECURE DIVINATION

At 15th level, during a Lunar Divination, you can reject the result of the first dice roll and repeat it.

Only the result of the second roll will be considered for the purposes of Divination.

SELENITE TOUCH

At 16th level, the first creature you strike on each of your turns loses its invisibility (if any) and must make a successful Charisma Saving Throw (against your spell save DC) or be surrounded by a silver halo. This silver halo prevents the target from becoming invisible or incorporeal, teleporting or leaving the plane on which it is located, and taking an alternative form. The silver halo lasts until the end of your next turn.

UNCHALLENGED DEVOTION

At 20th level, when you cast *shield of faith* with the Devout Protector feature, your Concentration on this spell cannot be lost due to the damage you take.

LUNAR OATHS

Each Lunar Cultist is particularly devoted to their Birthmoon. Their spiritual connection to the satellite's influence is such that it confers unique powers that refer to the various meanings attributed to that specific Lunar Phase.

OATH OF THE NEW MOON

When you choose this archetype, you gain Proficiency in all martial weapons and learn the *globe of eclipse* cantrip (see Chapter 8).

Excruciating Flare

At 1st level, while under the effect of a *shield of faith* spell cast with the Devout Protector feature, each time a melee attack hits you, you can use your Reaction to deal 1d6 radiant damage back to the attacker.

Ruthless Moon

At 6th level, any weapon attack you make against *Aberrations*, *Fiends* or *Undead* is considered a Critical Hit with a natural roll of 19 or 20.

Scorching Flare

At 10th level, Excruciating Flare damage increases to 1d12.

New Moon's Wreckage

At 17th level, while under the effect of a *shield of faith* spell cast with the Devout Protector feature, you can use a bonus action to end *shield of faith*: if you do, you can deal an additional 2d12 radiant damage the next time you hit with a melee weapon attack within 1 minute.

Lunar Magic initiate: the following spells are added to spells known by the Lunar Cultist and are always considered Sacred.

- 1st - *bellish rebuke*
- 2nd - *spiritual weapon*
- 3rd - *spirit guardians*
- 4th - *fire shield*

OATH OF THE ASCENDING MOON

When you choose this archetype, you gain Proficiency in two skills or tools of your choice and learn the guidance cantrip.

The Ascending Moon comprises the Crescent Moon, First Quarter, and Waxing Gibbous Moments.

Lantern in the Night

At 1st level, while under the effect of a *shield of faith* spell cast with the Devout Protector feature, you get a +1 bonus to all Skill Checks and Saving Throws.

Expert Moon

At 6th level, you choose two skills or tools in which you are Proficient: you gain expertise with the chosen skills or tools, meaning your Proficiency bonus is doubled for any test carried out using the skills or tools chosen.

Silver Sentinel

At 10th level, while under the effect of a *shield of faith* spell cast with the Devout Protector feature, you cannot be surprised, and you also add your Wisdom modifier (minimum 1) to Initiative rolls.

In addition, the Lunar Cultist can benefit from Steadfast Devotion even if surprised.

Shining Explosion

At 17th level, while under the effect of a *shield of faith* spell cast with the Devout Protector feature, when you, or an ally of yours whom you can see within 30 feet, has to make a Saving Throw, you can use your Reaction to end *shield of faith*: if you do, you and any ally within 30 feet get a bonus to Saving Throws equal to your Wisdom modifier until the beginning of your next turn.

Lunar Magic Initiate: the following spells are added to spells known by the Lunar Cultist and are always considered Sacred.

- 1st - *charm person*
- 2nd - *aid*
- 3rd - *tongues*
- 4th - *arcane eye*

OATH OF THE FULL MOON

A Lunar Cultist who chooses this archetype gains Proficiency in heavy armor and learns the *blade ward* cantrip.

Light of Life

At 1st level, when you cast a *shield of faith* spell on yourself cast with the Devout Protector feature, you gain 2d6 Temporary Hit Points. These Temporary Hit Points are lost if *shield of faith* ends.

Resolute Moon

At 6th level, maximum Hit Points and Soul Points increase by 1 per Lunar Cultist level.

Beacon in the Dark

At 10th level, while under the effect of a *shield of faith* spell cast with the Devout Protector feature, you can spend a spell slot as a bonus action to heal yourself and all allies within 30 feet of an amount of Hit Points equal to your Wisdom modifier (minimum 1) per spell level.

Vortex of Life

At 17th level, while under the effect of a *shield of faith* spell cast with the Devout Protector feature, you can use a bonus action to end *shield of faith*: if you do, you heal every ally of yours within 30 feet for an amount of Hit Points equal to twice your Wisdom modifier (min 1). In addition, you regain an amount of Hit Points equal to the total of Hit Points healed to your allies with this feature.

Example: a Lunar Cultist with Wisdom 16 (+3) heals three allies for 6 Hit Points and themselves by 18 Hit Points.

Lunar Magic Initiate: the following spells are added to spells known by the Lunar Cultist and are always considered Sacred.

- 1st - *shield*
- 2nd - *mirror image*
- 3rd - *mass healing word*
- 4th - *death ward*

OATH OF THE DESCENDING MOON

When you choose this archetype, you gain Proficiency in all martial weapons and learn the *glyph of Mirthblen* cantrip (see Chapter 8). The Descending Moon comprises the Waning Crescent, Last Quarter and Waning Gibbous Moments.

Night Haze

At 1st level, while under the effect of a *shield of faith* spell cast with the Devout Protector feature, your speed increases by 10 feet and you ignore difficult terrain.

Elusive Moon

At 6th level, every round, the first Opportunity Attack made against you automatically misses.

Shadow on the Moon

At 10th level, while under the effect of a *shield of faith* spell cast with the Devout Protector feature, your speed increases by another 10 feet, you have Advantage on the first weapon attack you make between the casting of the spell and the end of its duration.

Purifying Veil

At 17th level, while under the effect of a *shield of faith* spell cast with the Devout Protector feature, you can use a bonus action to end *shield of faith*: if you do, you can remove a negative condition that afflicts a creature of your choice within 10 feet.

Lunar Magic Initiate: the following spells are added to spells known by the Lunar Cultist and are always considered Sacred.

- 1st - *disguise self*
- 2nd - *misty step*
- 3rd - *blink*
- 4th - *freedom of movement*





MASTER OF TRADITION

There are many legends that enrich the history of the Ages, but few are those who safeguard every secret. Those who have had the honour of accessing the immense libraries of the Old Tradition bring along the mere experiences of countless peoples and cultures and aspire to hand down the memories of their travels.

The Masters of Tradition are widely respected as the sole custodians of humanistic doctrines, whether they are unlikely myths or accurate historical accounts. Their thirst for knowledge is second only to their dedication and desire to put into practice, or to touch with their hands, what they have spent years reading about in the tomes of ancient knowledge.

CLASS FEATURES

As a Master of Tradition, you gain the following class features:

HIT POINTS

Hit Dice: 1d6 per Master of Tradition level

Hit Points at 1st level: 6 + Constitution modifier

Hit Points at higher levels: 1d6 (or 4) + Constitution modifier per Master of Tradition level after 1st

MULTICLASS REQUIREMENTS:

Intelligence 13, Wisdom 13

PROFICIENCIES

Armor: light armor

Weapons: quarterstaff, dagger, light crossbow, sling, club

Tools: calligrapher's supplies

Saving Throws: Intelligence and Wisdom

Skills: choose three between Arcana, History, Investigation, Religion, Insight, Perception, Medicine, Nature

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a sling or (b) a dagger
- (a) leather armor or (b) a quarterstaff
- scholar's pack and calligrapher's supplies

KNOWLEDGE OF THE MASTER

Every Master of Tradition can boast a vast erudition, and yet never satisfied and always expanding through the search for the mysteries of the world.

In the Lunar Age, their skills are one of the few tools suitable to shed light on the enigmas and the shadows in the darkness.

MASTER'S KNOWLEDGE

At 1st level, you choose a skill in which to be Proficient among the following: Arcana, History, Investigation, Religion, Insight, Perception, Medicine, Nature. You gain expertise in the chosen skill, meaning your Proficiency bonus is doubled when you make an Ability check using the chosen skill.

At 7th level you can choose a second skill, and another at 14th level.

Level	Proficiency bonus	Features	Ritual spells	Maximum ritual spell level
1st	+2	Master's Knowledge (I), Detect Weakness (1d4)	-	-
2nd	+2	Keeper of Knowledge	-	-
3rd	+2	Ritual Spellcaster, Tales of Monsters and Magic (1d4)	3	2°
4th	+2	Ability score improvement	3	2°
5th	+3	Detect Weakness (1d6), Master's Tenacity (+1)	4	3°
6th	+3	Knowledge feature	4	3°
7th	+3	Master's Knowledge (II)	5	4°
8th	+3	Ability score improvement	5	4°
9th	+4	Tales of Monsters and Magic (1d8)	6	5°
10th	+4	Master's Tenacity (+2)	6	5°
11th	+4	Detect Weakness (1d8)	7	6°
12th	+4	Ability score improvement	7	6°
13th	+5	Knowledge feature	7	6°
14th	+5	Master's Knowledge (III)	7	6°
15th	+5	Master's Tenacity (+3)	7	6°
16th	+5	Ability score improvement	7	6°
17th	+6	Detect Weakness (1d10)	7	6°
18th	+6	Knowledge feature	7	6°
19th	+6	Ability score improvement	7	6°
20th	+6	Master of Legends	7	6°

DETECT WEAKNESS

At 1st level, you are able to study the enemy in front of you to identify their weaknesses and point them out to your allies. As an action, you can focus attention on a target within 30 feet, and then roll a Wisdom check to which you can apply your Proficiency bonus (DC equal to 10 + the target Challenge Rating). In the event of failure, the feature is to be considered unused, and you can retry to use it later towards the same target or others.

If successful, you and up to 4 allies within 30 feet, add 1d4 to the next damage roll against that specific target.

This feature can be used once, then you regain its use after you complete a short or long rest.

The damage bonus increases to 1d6 at 5th level, 1d8 at 11th level and 1d10 at 17th level.

KEEPER OF KNOWLEDGE

At 2nd level, you specialize in a specific knowledge apt to deal with a certain type of enemy. This choice gives new features to the 2nd, 6th, 13th, and 18th levels (see below).

RITUAL SPELLCASTER

At 3rd level, you learn 3 ritual spells of 2nd level or below and can cast them as ritual spells. Each spell can belong to any list of spells.

At 5th level, you learn another ritual of 3rd level or lower; at 7th level, you learn another ritual of 4th level or lower; at 9th level, you learn another ritual of 5th level or lower; at 11th level, you learn another ritual of 6th level or lower.

TALES OF MONSTERS AND MAGIC

At 3rd level, you can tell stories and legends to your companions during a short rest. Up to 5 creatures that are able to understand your language, and complete a short rest nearby may listen to your words (they cannot therefore be engaged in doing anything else) regain 1d4 Soul Points at the end of the short rest.

You can use this feature once, then you regain its use after you complete a long rest.

At 9th level, the creatures regain 1d8 Soul Points instead.

ABILITY SCORE IMPROVEMENT

At 4th level, and again at the 8th, 12th, 16th, and 19th levels, you can increase an ability score by 2, or increase by 1 two ability scores of your choice. As usual, it is not possible, through this feature, to bring a feature to a score above 20.

If you implement the optional feats rule, you can give up this privilege and choose a feat instead.

MASTER'S TENACITY

At 5th level, you get a +1 bonus to all Saving Throws against spells cast by *Aberrations*, *Fiends* or *Undead*. This bonus increases to +2 at 10th level, +3 at 15th level.

MASTER OF LEGENDS

At 20th level, you can cast the spell *legend lore* once a day without the need for any material component.

KEEPERS OF KNOWLEDGE

The Masters are educated in every area of the Old Tradition, but even they do not resist the temptations of personal curiosity, inevitably specializing in the study of myths and legends that most capture their interest.

In the Lunar Age, such studies have focused on the study of specific otherworldly creatures, among which the following are prominent.

KEEPER OF FUNERARY SCIENCES

It includes those Masters of Tradition specialized in funeral rites and legends about death and beings of the underworld.

Myth of the Shining

At 2nd level, when choosing this archetype, you learn the *sacred flame* and *spare the dying* cantrips (your spellcasting ability for these spells is Intelligence).

Also, when using the Detect Weakness feature, the additional damage turns into radiant damage, and increases by a dice size (1d4 becomes 1d6, 1d6 becomes 1d8, etc...) if the feature is used against *Undead*.

Tales from the Crypt

At 6th level, you have Advantage on Saving Throws against Fear and resistance to Necrotic damage.

Legend of the Shining Moon

At 13th level, you can cast *moonbeam* as a 4th level spell (your spellcasting ability for this spell is Intelligence).

The spell can be cast once, then you regain its use after you complete a short or long rest.

Morals of Death

At 18th level, you are protected against instant death effects and effects that reduce your Hit Points to 0 : if affected by this type of effect, your Hit Points are reduced to 1 instead. You also become immune to any effect that reduces your maximum Hit Points.



KEEPER OF OCCULT SCIENCES

It includes those Masters of Tradition specialized in the study of demons, *Fiends*, and evil beings from other planes of reality.

Myth of Magic

At 2nd level, when choosing this archetype, you can cast the spell *protection from good and evil*, (your spellcasting ability for this spell is Intelligence) targeting yourself. You can cast this spell once, then you regain its use after you complete a short or long rest.

In addition, when using the Detect Weakness feature, attacks that benefit from the damage bonus provided by the feature are considered magical in order to overcome *Fiends*' damage resistance and increase by a dice size (1d4 becomes 1d6, 1d6 becomes 1d8, etc.) if the feature is used against *Fiends*.

Tales of the Inquisition

At 6th level, you gain Resistance to fire damage, and your attacks are always considered magical in order to overcome the damage resistance of *Fiends*.

Legend of the Exile

At 13th level, you can cast the *banishment spell* (your spellcasting ability for this spell is Intelligence).

The spell can be cast once, then you regain its use after you complete a short or long rest.

Morals of Immolation

At 18th level, you gain Immunity to fire damage.

KEEPER OF ONEIRIC SCIENCES

It includes those Masters of Tradition specialized in the study of the cosmos, eternal beings and everything that lies beyond the veil of reality.

Myth of the Nightmare

At 2nd level, when choosing this archetype, you can cast the sanctuary spell (your spellcasting ability for this spell is Intelligence).

Also, when using the Detect Weakness feature, any successful attack that benefits from the feature's damage bonus reveals something about the target. You can choose to learn about a single detail of the target such as: an ability score, armor class, speed, and movement methods, remaining and maximum Hit Points, a special feature, a specific resistance, immunity, or vulnerability. The additional damage increases by one dice size (1d4 becomes 1d6, 1d6 becomes 1d8, etc...) if the feature is used against *Aberrations*.

Tales from the Subconscious

At 6th level, you have Resistance to psychic damage. In addition, you have Advantage on Saving Throws against effects that cause stunned, paralyzed, incapacitated, and unconscious conditions.

Legend of the Revealing Dream

At 13th level, you can cast the arcane eye spell (your spellcasting ability for this spell is Intelligence).

The spell can be cast once, then you regain its use after you complete a short or long rest.

Morals of Eternity

At 18th level, you are no longer subject to death by old age so that, once you reach the maximum age related to your race, you simply continue to live on without getting any older. In addition, you have Advantage on Saving Throws against magic.

MEDIUM

Their gaze is the gaze of those who have seen the face of death and beyond, and their touch is as frosty as the harsh winters of Iürmen. When a Medium watches you, know that they are not alone in doing so, for another soul dwells in the same flesh. A wandering soul, with nowhere to return, linked to the Medium by the thread of a common destiny.

The gift of mediums is also their burden, which is why they tend to mask their disturbing practices from those who cannot or do not want to understand them and from those who believe they are an unforgivable affront to the laws of the world: amalgamation of life and death.

The bodies of Mediums voluntarily become vessels to contain the spirits of the past, which give them skills and knowledge worthy of those beyond the veil of death, and a cold and otherworldly presence.

CLASS FEATURES

As a Medium, you gain the following class features:

HIT POINTS

Hit Dice: 1d10 per Medium level

Hit Points at 1st level: 10 + Constitution Modifier

Hit Points at higher levels: 1d10 (or 6) + Constitution modifier per Medium level after 1st

MULTICLASS REQUIREMENTS

Charisma 13, Dexterity 13

PROFICIENCIES

Armor: light armor, medium armor

Weapons: all simple weapons; shortsword, scimitar, longsword, greatsword

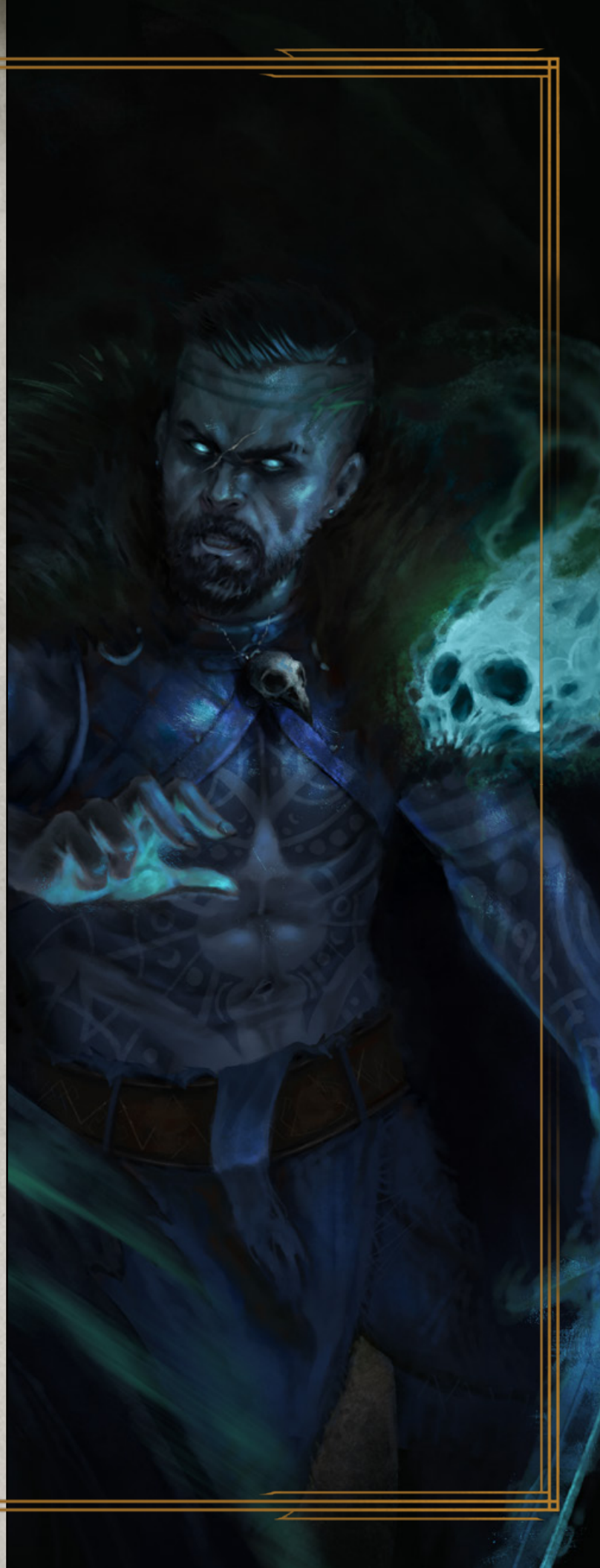
Saving Throws: Charisma and Dexterity

Skills: choose two between Acrobatics, Arcana, Intimidation, Investigation, Religion, History, Stealth, Sleight of Hand

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a longsword or (b) a shortsword or (c) a scimitar
- (a) leather armor or (b) scale mail
- (a) A shortbow or (b) two daggers
- explorer's pack



BOND WITH YOUR GHOST

There are many wandering and scattered souls that hover unseen throughout Iürmen, unable to proceed in the afterlife. Some of them are linked to a specific place, where others find individuals willing to welcome them as if they were some sort of phylactery and with whom they establish an indissoluble bond and mutual benefit. Mediums often tend to have great empathy for the regrets and the lost relationships of their ghosts, pursuing goals that old age has prevented them from achieving

or harboring desires of revenge towards their killers, for example. The symbiosis of the Mediums with their own ghosts, however, opens the door to the union between the vitality of mortals and the eternity of the dead, gaining power but often also a kind of catharsis from the afflictions of earthly life or a presence that relieves them of an incurable loneliness. It is not uncommon for these spirits to belong to ancestors who seek their descendants to find help in completing what they have left unresolved or come to their aid at the most desperate time.

Level	Proficiency bonus	Features
1st	+2	<i>Ghost in Ambush (I), Spectral Claw</i>
2nd	+2	<i>Nature of the Ghost</i>
3rd	+2	<i>Fighting Style, Dark Determination (2d6)</i>
4th	+2	<i>Ability score improvement, Vicious Claw</i>
5th	+3	<i>Extra attack (I)</i>
6th	+3	<i>Ghost feature</i>
7th	+3	<i>Ghost in Ambush (II)</i>
8th	+3	<i>Ability score improvement</i>
9th	+4	<i>Dark Determination (2d10)</i>
10th	+4	<i>Spectral Rending</i>
11th	+4	<i>Ghost feature</i>
12th	+4	<i>Ability score improvement</i>
13th	+5	<i>Twin Claws</i>
14th	+5	<i>Ghost in Ambush (III)</i>
15th	+5	<i>Spectral Snare</i>
16th	+5	<i>Ability score improvement</i>
17th	+6	<i>Extra attack (II)</i>
18th	+6	<i>Ghost feature</i>
19th	+6	<i>Ability score improvement</i>
20th	+6	<i>Steel Claw</i>

GHOST IN AMBUSH

At 1st level, with a bonus action you can summon the ghost that is inside you and materialize it outside your body, in a special condition that from now on will be defined as "into the open". The ghost will hover ominously behind you, in a special condition that from now on will instead be called "in ambush", from which it can be sent, as a Reaction, to cling to an enemy who has made a melee attack against you.

If the ghost is clinging to a target, the latter cannot recover Hit Points in any way, and, if it is an *Undead*, it would cause it to have Disadvantage on its next attack against you.

At the end of the target's next turn, the ghost sinks its ethereal claws into the target. Then, roll 2d6: If the result is equal to or greater than the remaining Hit Points of the target, the latter is reduced to 0 Hit Points and is treated as dying. Creatures immune to necrotic damage are immune to this effect.

After using its ethereal claws, whether the target has dropped to 0 Hit Points or not, the ghost immediately returns within you and is no longer to be considered either "into the open" or "in ambush" (several features listed below refer to these two special conditions).

This feature can be used once, then you regain its use after you complete a short or long rest.

At 7th level, you can use this feature twice and, when the ghost sinks its claws, you roll 3d8 instead of 2d6; at 14th level, when the spectrum sinks its claws, roll 5d10, and if the target is reduced to 0 Hit Points, the Medium regains as much Hit Points as half the Hit Points thus lost by to the target.

SPECTRAL CLAW

At 1st level, you learn the *chill touch* cantrip (your spellcasting ability for this spell is Charisma). When you cast *chill touch*, the effect lasts until the end of your next turn, rather than until the start of your next turn.

NATURE OF THE SPIRIT

At 2nd level, you choose a Nature of the Spirit. This choice provides new features to the 2nd, 6th, 11th, and 18th levels.

FIGHTING STYLE

At 3rd level, you adopt a particular fighting style as your specialty, focusing on a category of weapons of choice from those listed below. You cannot choose the same option more than once.

Great weapon fighting

When you 1 or 2 in a dice roll to determine the damage of a two-handed melee weapon, you can repeat the roll and use the new result. The weapon must have the Two-Handed or Versatile property to benefit from this feature.

Two-weapon fighting

When you make an offhand attack as a bonus action while two-weapon fighting, add the appropriate ability modifier to the damage of the offhand attack as well.

Dueling

When you wield a melee weapon in one hand without wielding any other weapons, you get a +2 bonus on that weapon's damage rolls.

Archery

You get a +2 bonus on Attack Rolls with ranged weapons.

DARK DETERMINATION

At 3rd level, you can regain 2d6 Soul Points as a bonus action.

This feature can be used once, then you regain its use after you complete a long rest.

At 9th level, you regain 2d10 Soul Points.

ABILITY SCORE IMPROVEMENT

At 4th level, and again at the 8th, 12th, 16th, and 19th levels, you can increase an ability score by 2, or increase two ability scores of your choice by 1. As usual, you cannot bring an ability above 20 through this privilege.

If you implement the optional feat rule, you can give up this privilege to choose a feat instead.

VICIOUS CLAW

At 4th level, if you miss a target with *chill touch*, you still deal necrotic damage equal to 1 plus your Charisma modifier (the target takes no other effects, as the spell did not score a hit).

EXTRA ATTACK

At 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 17th level in this class.

SPECTRAL RENDING

At 10th level, when performing an attack with a weapon against a target under the effect of *chill touch*, or clinged to by your ghost, you can score a critical hit with a roll of 19-20.

TWIN CLAWS

At 13th level, when you score a critical hit with *chill touch*, you can immediately use *chill touch* against a second target within 15 feet of the first one.

SPECTRAL SNARE

At 15th level, when you score a critical hit with a weapon attack, your ghost comes out “into the open” (if it was not already) and immediately clings to the target.

This feature does not count for the number of Ghost in Ambush feature uses.

STEEL CLAW

At 20th level, once per turn you can use *chill touch* instead of a weapon attack, when using the Attack action on your turn.

If you implement the optional feats rule, you can give up this feature and choose a feat instead.

THE POSSESSION OF A MEDIUM

Although Mediums are already possessed by ghosts, they can still be victims of Possession once their Soul Points reserve drops to 0. The lurking Dark Mirror entities will have the opportunity to corrupt the mind of the Medium's ghost, and this bond will be exploited to have control over the character. An exorcism, therefore, will lead to the purification of the Medium's ghost, thus driving away the malignant entity that had taken control of it.

NATURE OF THE GHOST

By learning about their ghost and learning how to use their powers, the Medium begins to observe its true nature. Only when the nature of the spirit is revealed it can unleash its true potential.

Ghost spells

At 2nd level, when choosing a Nature of the Spirit, drawing power from the ghostly essence, you can cast thematic spells.

Spells: the description of each archetype contains the list of spells that can be cast with this feature, along with the level at which each spell is obtained and how many times you can use it. You regain every use when you complete a long rest.

Spellcasting ability: Charisma is the spellcasting ability of a Medium, as it is the mere strength of their willpower that fights against the possession by the ghost until it comes to understand its power. Take your Charisma score as a reference when a spell mentions the spellcasting ability. Use your Charisma modifier to determine the Difficulty Class (DC) of Saving Throws for Ghost spells cast or used to attack.

Saving Throw DC= 8 + your Proficiency bonus + your Charisma modifier

Spell attack modifier= your Proficiency bonus + your Charisma modifier.

WANDERING GHOST

The ghost reveals its connection to the world invisible to the eye, and its personal torment that keep it tethered to the world of the living. It begins to manifest itself in the form of elusive abilities. Such is the nature of the ghost that makes the Medium take on the appearance of a real spectre.

Character level	Wandering Ghost spells
2nd	<i>Misty step (a number of times equal to your Charisma modifier)</i>
6th	<i>blink (once)</i>
11th	<i>freedom of movement (once)</i>
18th	<i>passwall (once)</i>

Spectral Veil

At 2nd level, as long as your ghost is “into the open”, your speed increases by 10 feet and you get a +4 bonus to AC against Opportunity Attacks.

Rapacious Ghost

At 6th level, you can use your Reaction to have your ghost cling to a target who just hit you with a ranged weapon attack, provided that the target is within 60 feet.

Spectral Escape

At 11th level, when using Dark Determination, you can use Disengage or Dash as part of the same bonus action.

Ethereal Vanishing

At 18th level, when your ghost reduces an enemy to 0 Hit Points, you can become invisible until the end of your next turn, until you attack or until you cast a spell.

VALIANT GHOST

The ghost manifests a solemn fury, strengthening and purifying the body of the Medium, who has the strength of the ghost in their hands and its courage in their heart.

Character level	Valiant Ghost spells
2nd	<i>healing word</i> , at 2nd level (a number of times equal to your Charisma modifier)
6th	<i>beacon of hope</i> (once)
11th	<i>death ward</i> (once)
18th	<i>mass cure wounds</i> (once)

Spectral Shield

At 2nd level, as long as your ghost is “into the open”, any other creature of your choice within 10 feet of you gains a +2 bonus to AC and Saving Throws.

Strategic Ghost

At 6th level, when an ally you can see hits with a melee weapon attack a target within 60 feet, you can use your Reaction to have your ghost cling to that target.

Spectral Rest

At 11th level, when you use Dark Determination, any other creature of your choice within 10 feet regains half of the Soul Points you regain.

Ethereal Reinvigoration

At 18th level, when your ghost reduces an enemy to 0 Hit Points, you, and any ally within 30 feet of you, earn Temporary Hit Points equal to 1d10 plus your Charisma modifier.

JINX GHOST

The ghost manifests its propensity for hatred and vengeance, revealing itself as capable of casting powerful curses. The grudges of those who have died run through the Medium's veins, and a stream of necrotic magic emerges from their body to rage into their enemies.

Character level	Jinx Ghost spells
2nd	<i>bane</i> , at 2nd level (a number of times equal to your Charisma modifier)
6th	<i>bestow curse</i> (once)
11th	<i>confusion</i> (once)
18th	<i>contagion</i> (once)

Spectral Mire

At 2nd level, as long as your ghost is “into the open”, any enemy finishing their turn within 30 feet of you must make a successful Strength Saving Throw or its speed will be reduced to 10 feet until the end of its next turn.

Malicious Ghost

At 6th level, when a creature within 30 feet fails a Saving Throw, as a Reaction you can have your ghost cling to that creature.

Spectral Dread

At 11th level, when you use Dark Determination, any enemy within 10 feet of you must make a successful Wisdom Saving Throw or be Frightened until the end of its next turn.

Ethereal Carnage

At 18th level, when your ghost reduces an enemy to 0 Hit Points it can immediately cling to another target within 10 feet of the first one.

VAMPIRE, PROGENY OF ACIRENZIA

What mortals call eternal night, the children of the dark call home.

Iürmen's vampires are the Blood Moon's offspring, and therefore eternally opposed to the clergy of Mirithlen, and the Lunar Cult who hunts and persecutes them, and not without reason. The curse they were struck by often turns them, out of necessity, instinct, or despair, into bloodthirsty monsters and murderous sadists. However, some rare individuals have learned how to dwell among the living and find their place within society, although only the fortress known as the Northern Lookout, in the Lands of Alper, has so far shown such open-mindedness as to welcome them.

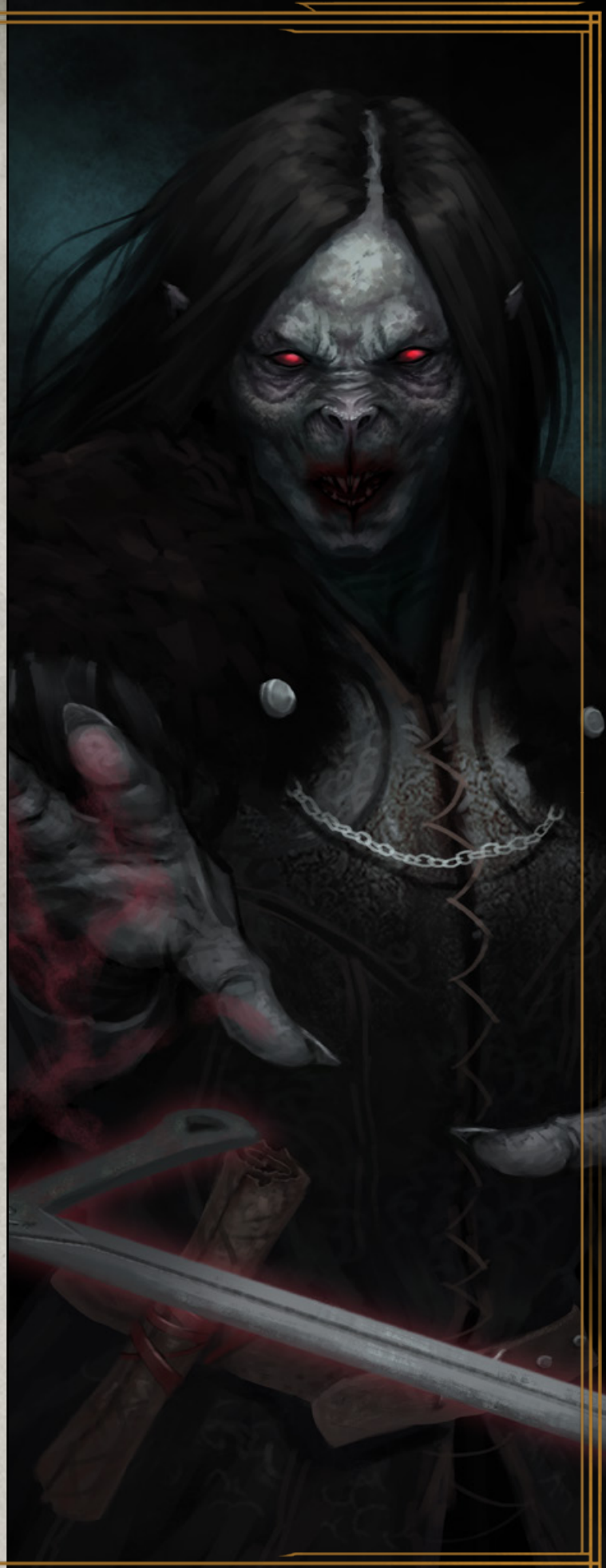
Those Vampires who have not tamed their predatory nature are organized into small "families", whose leader is usually the vampire who bestowed the gift, or transmitted the contagion, depending on the point of view, to the other members. Usually, these groups haunt abandoned ruins and settlements. There are, however, those clusters led by the Acolytes of Acirenzia, mother of all vampires, who often found settlements of their own.

Finally, there are those who, unable to come to terms with what they have become, condemn themselves to a lonely and roaming life, lost in the eternal, desolate night of Iürmen.

Lunar cultists and Ejre are usually reluctant to trust these creatures: the former consider the Blood Moon and all its children blasphemous, while the latter see the very existence of vampires as a subversion of the natural order of things and the balance between predators and prey.

All of Iürmen's Vampires descend from Acirenzia, who was a priestess of Mirithlen in the early Lunar Age but eventually betrayed her goddess. Thanks to a blasphemous ritual, she polluted the radiant beauty of the Moon with the dark red of blood, still visible on certain nights, and for this act she was damned for eternity. Acirenzia passed on her curse to her Acolytes, and they propagated it throughout Iürmen.

Thus, a lineage was born whose destiny is eternally marked by a thirst for blood and lust for darkness, since the rays of the Full Moon weaken the Vampires as a sign of the goddess's vengeance.



A MOON TORMENTED PROGENY

- *During the Full Moon Lunar Phase, Vampires cannot enter a dwelling unless they are expressly invited by an occupant. (a single invite allows the Vampire to enter such dwelling on any other occasion)*
- *During the Full Moon Lunar Phase, Vampires have Disadvantage in Attack Rolls and sight-based Wisdom (Perception) checks when they, or else the target or the subject of their action, are directly hit by the moonlight.*

CLASS FEATURES

As a Vampire, you gain the following class features:

HIT POINTS

Hit Dice: 1d8 per Vampire level

Hit Points at 1st Level: 8 + Constitution modifier

Hit Points at higher levels: 1d8 (or 5) + Constitution modifier for Vampire level after 1st

MULTICLASS REQUIREMENTS

Constitution 13, Charisma 13

PROFICIENCIES

Armor: light armor

Weapons: simple weapons

Saving Throws: Strength and Wisdom

Skills: choose three between Athletics, Stealth, Arcana, History, Investigation, Religion, Insight, Perception, Deception, Intimidation, Persuasion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a light crossbow or (b) a spear
- (a) padded armor
- a dagger, a torch

BLOOD POWER

At 1st level, you, as a Vampire, will have to adapt to your needs, no longer being able to ingest any nourishment but fresh blood.

Your eating habits are aided by the development of a predatory dentition, thanks to which you can use your own bite to

make an unarmed weapon attack that deals piercing damage equal to 1d4 plus your Constitution modifier, and by doing so gaining as much Temporary Hit Points as the damage you inflicted. You can only use this attack against corporeal targets, provided you have Advantage on the Attack Roll. You can also use this attack against a target you have grabbed in combat, even if you do not have Advantage on the Attack Roll.

If the target of the bite is an *Aberration*, a *Fiend* or an *Undead*, you are Poisoned until the end of your next turn.

The bite becomes more and more lethal as your levels increase: damage increases to 1d6 (5th level), 1d8 (10th level), 1d10 (15th level) and finally 1d12 (20th level).

GIFTS OF ACIRENZIA

At 1st level, you develop supernatural and mysterious abilities, the same that originated many myths and legends that surround the Vampire's figure.

You gain two Gifts from the following list and an additional gift to the 3rd, 5th, 8th, 10th, 15th, and 19th levels.

- **Dark Grace:** As a bonus action, you can improve your mobility, increasing by 10 feet any jump made by the end of the turn; choosing this Gift twice allows you to cast the feather fall spell at will; choosing this Gift three times allows you to cast the levitate spell (only on yourself) once, then you regain its use after you complete a short or long rest.
- **Predatory Allure:** Choose a skill between Deception, Persuasion, or Intimidation; when you can make a Charisma check using the selected ability, you gain a +2 bonus; you can choose this Gift multiple times, choosing a different skill each time, and your bonuses to previously chosen skills increases by 1.
- **Feral Magnetism:** When you use the Animal Handling skill, consider any dice roll lower than 8 as 8; choosing this Gift twice allows you to cast the animal messenger spell at will; choosing this Gift three times allows you to cast the animal friendship spell once, then you regain its use after you complete a short or long rest.
- **Body of Mist:** As a Reaction when you are hit by a melee attack with a weapon that is not magical, silvered or Grim, that deals slashing or bludgeoning damage, you can reduce the damage by 1d4; choosing this Gift twice extends its effectiveness to ranged weapon attacks and attacks that deal piercing damage; choosing this Gift

three times allows you to cast the gaseous form spell (only on yourself) once, then you regain its use after you complete a long rest; if your level is 4th or lower, gaseous form ends at the end of your next turn.

- **Dominion over the Creatures of the Night:** As an action, you can summon a Swarm of Bats: they will attack the nearest hostile creature, but leave at the end of your next turn; you can give new orders to the creatures summoned

as an action; you can use this Gift once, then you regain its use after you complete a long rest; choosing this Gift twice allows you to summon 1d4 Wolves instead; choosing this Gift three times compels the summoned creatures to remain at your service until they are reduced to half or less of their Hit Points.

- **Superhuman Prowess:** As a bonus action, you can have Advantage on the next Strength check made in the same

Level	Proficiency bonus	Features	Bite damage	Gifts of Acirenzia
1	+2	Blood Power, Gifts of Acirenzia	1D4	2
2	+2	Dark Path		
3	+2	Heart of Darkness		3
4	+2	Ability score improvement		
5	+3		1D6	4
6	+3	Dark Path feature		
7	+3	Vermilion Resilience (I)		
8	+3	Ability score improvement		5
9	+4	Soul of Darkness		
10	+4		1D8	6
11	+4	Dark Path feature		
12	+4	Ability score improvement		
13	+5	Mask of the Beast		
14	+5	Vermilion Resilience (II)		
15	+5		1D10	7
16	+5	Ability score improvement		
17	+6	Dark Path feature		
18	+6	Blood balance		
19	+6	Ability score improvement		8
20	+6	Apotheosis of the Beast	1D12	



turn; choosing this Gift twice doubles the vampire's carrying capacity; if you choose this Gift three times, when you activate this gift, you also gain a 1d4 bonus to all your melee damage rolls made in the same turn.

- **Threat from above:** You gain the ability to climb at half your speed, being able to climb completely smooth surfaces and even upside down; if you choose this Gift twice, your climbing speed becomes equal to your walking speed; if you choose this Gift three times, you will have Advantage on Attack Rolls and Strength (Athletics) checks when you attack from an overhead position in relation to the target.

DARK PATH

At 2nd level, you embark on your chosen dark path. This choice provides new features at the 2nd, 6th, 11th and 17th levels.

HEART OF DARKNESS

At 3rd level, the blood of mortals nourishes your soul as much as your physique. When you make a bite attack against a humanoid target, you regain an amount of Soul Points equal to your Charisma modifier.

ABILITY SCORE IMPROVEMENT

At 4th level, and again at the 8th, 12th, 16th, and 19th levels, you can increase an ability score by 2, or increase two ability scores of your choice by 1. As usual, you cannot bring an ability above 20 through this privilege.

If you implement the optional feat rule, you can give up this privilege to choose a feat instead.

VERMILION RESILIENCE

At 7th level, your body is nothing more than an empty container for your bloodthirsty soul. If reduced to 0 Hit Points, you remain at 1 Hit Point instead if you have at least 1 Soul Point. Further Hit Point losses turn into Soul Point losses unless they are caused by critical hits or radiant damage.

At 14th level, the amount of Soul Points lost in place of Hit Points is halved.

SOUL OF DARKNESS

At 9th level, resorting to the power of your cursed blood makes you impervious to adversity, albeit eroding your soul. When you fail a Saving Throw, you can sacrifice 1d8 Soul Points to reroll, considering only the second roll to be valid.

This feature can be used twice, and you regain each use you spent after you complete a long rest.

MASK OF THE BEAST

At 13th level, you can sacrifice a fragment of your soul and humanity to turn into a real night predator.

As an action, you can sacrifice 2d6 Soul Points and cast the *polymorph* spell on yourself without having to spend any spell slots, and immediately turn into a Night Predator: a majestic and dreadful creature, with bat wings and wolf jaws.

This feature can be used once, then you regain its use after you complete a short or long rest.

NIGHT PREDATOR

Large Monstrosity

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	6 (-2)	12 (-1)	6 (-2)

Armor Class 15 (Natural Armor)

Hit Points 104 (or 8 per character level)

Speed 35 feet, flying 60 feet

Skills Athletics +7, Perception +4, Stealth +6

Vulnerability to radiant damage

Resistance to bludgeoning, piercing, slashing damage from non-magical attacks made with non-silvered weapons

Immunity to Frightened Conditions

Senses Passive perception 14 (19 if hearing-based), Blind Vision 60 feet

Languages it may comprehend Common, but not speak it

Challenge 6 (2300 XP)

TRAIT

Scent of Blood: the Night Predator has Advantage on attack against targets it has grappled

Acute Senses: the Night Predator has Advantage on smell and hearing based Wisdom (Perception) checks

ACTIONS

Multi-attack: the Night Predator makes one attack with Claws and one with Bite

Claws: *melee weapon attack:* +7 to hit, range 5 feet, one target; *hit:* 11 (2d6+4) slashing damage, and the target is grappled (DC 15 to escape)

Bite: *melee weapon attack:* +7 to hit, range 5 feet, one target; *hit:* 15 (2d10 + 4) piercing damage; if the target is grappled, the Night Predator gains as much Temporary Hit Points as the damage inflicted with the bite

BLOOD BALANCE

At 18th level, you can use your action and sacrifice 1d10 Soul Points. By doing so, you can redistribute your Hit Points and Soul Points at will between the two reserves.

This feature can be used once, then you regain its use after you complete a long rest.

APOTHEOSIS OF THE BEAST

At 20th level, using the Mask of the Beast feature does not cost any Soul Points and it can be used at will.

DARK PATHS

The Vampire's cursed blood burns while their senses sharpen. As you become familiar with your gifts, you can choose which path to take in the eternal night and how to channel your vampiric essence to develop specific predispositions.

DARK PATH OF THE SCARLET SOLDIER

The Vampire learns how destructive their legacy can be if used in the right way, while witnessing their body increase in strength and endurance. These are the first steps that will lead them to become a champion of the night.

When you choose this archetype at 2nd level, you gain Proficiency in all martial weapons, shields, and medium armors. In addition, your maximum Hit Points increase by 1 for each level in this class.

Bloodthirsty Grip

At 2nd level, when you successfully grapple your opponent while performing your Attack action, you can make an additional Bite Attack as a part of the same action.

Extra attack

At 6th level, you can perform two attacks, instead of one, when performing an Attack action in your turn.

Chalice of Vigor

At 11th level, when you get a result of 6 or more on the dice roll on bite damage, you get a +2 bonus to all melee damage, AC and Saving Throws for 1 minute.

Blood Moon Vigor

At 17th level, your Strength and Constitution scores increase by 2 (up to a maximum of 22).



DARK PATH OF THE PALE HUNTER

The Vampire is now one with the shadows. Their stealth skills develop in new ways thanks to their renewed affinity to darkness.

When you choose this archetype at 2nd level, you become Proficient in the Stealth skill and in another skill of your choice.

Night Hunter

At 2nd level, you gain Darkvision up to 60 feet (or the previously possessed Darkvision is extended by 60 feet). In addition, you have Advantage in Dexterity (Stealth) checks to hide in areas of dim light or darkness.

Bloodthirsty Ambush

At 6th level, you can use your bite against surprised targets. If you hit and bite a surprised target, you automatically score a critical hit.

Celerity of Shadows

At 6th level, your speed increases by 10 feet.

Chalice of Terror

At 11th level, when you get a result of 6 or more in the dice roll for bite damage, the target is Frightened for one minute. The target can make a Wisdom Saving Throw (DC 15) at the end of each of its turns to end the condition. A target that has made a successful Saving Throw becomes immune to this effect for 24 hours.

Acuteness of the Blood Moon

At 17th level, your Dexterity and Intelligence scores increase by 2 (up to a maximum of 22).

DARK PATH OF THE NIGHT MYSTIC

The vampire's blood exudes magic and their eyes radiate death. The night itself becomes the source of their power.

When you choose this archetype at 2nd level, you gain the ability to cast a variety of spells drawing on the power inherent to blood.

Spells: Below there is the list of spells that can be cast with this feature; the following chart shows the number of known spells; when the chart indicates that you know one spell more than at the previous level, you can choose a spell of any level in which you have spell slots; the chart also shows the number of slots available to cast spells depending on the level; such spell slots are regained when a long rest is completed.

Spellcasting ability: Charisma is the spellcasting ability of a Night Mystic, as their magic resides in the Vampire's very blood, soul, and self. Take your Charisma score as a reference when a spell mentions the spellcasting ability. Use your Charisma modifier to determine the Difficulty Class (DC) of Saving Throws for Night Mystic spells cast or used to attack.

Saving Throw DC= 8 + your Proficiency bonus + your Charisma modifier

Spell attack modifier= your Proficiency bonus + your Charisma modifier

Night Mystic level	Known spells	Spell slots				
		1st	2nd	3rd	4th	5th
2	4	1				
3	5	2				
4	6	2				
5	7	3	1			
6	8	3	1			
7	9	3	2			
8	10	3	2			
9	11	3	2	1		
10	12	3	2	1		
11	13	3	2	2	1	
12	14	3	2	2	1	
13	15	3	2	2	1	
14	16	3	2	2	2	
15	17	3	3	2	2	
16	18	4	3	2	2	
17	19	4	3	2	2	1
18	20	4	3	2	2	1
19	21	4	3	2	3	1
20	22	4	4	3	3	1



Blood Weakening

At 6th level, when you make a successful bite attack, the target has Disadvantage on the next Saving Throw against spells you cast within the next minute.

Chalice of Power

At 11th level, when you get a result of 6 or more on the dice roll for bite damage, you regain a 1st level spell slot.

This feature can be used as many times as your Constitution modifier, and you regain each use you spent after you complete a long rest.

Majesty of the Blood Moon

At 17th level, your Wisdom and Charisma scores increase by 2 (up to a maximum of 22).

LIST OF SPELLS OF THE NIGHT MYSTIC VAMPIRE

1st level

Animal Friendship
Charm Person
Command
Detect Magic
Disguise Self
Expeditious Retreat
False Life
Fog Cloud
Speak with Animals
Sleep

2nd level

Alter Self
Spider Climb
Blur
Calming emotions
Darkness
Detect Thoughts
Enhance Ability
Entrhall
Hold Person
Invisibility
Suggestion

3rd level

Animate Dead
Blink
Bestow Curse
Clairvoyance
Counterspell
Conjure Animals
Dissolve Magic
Fear
Fly
Gaseous Form
Haste
Hypnotic Pattern
Nondetection
Speak with Dead
Vampiric Touch

4th level

Blight
Compulsion
Confusion
Freedom of Movement
Giant Insect
Greater Invisibility
Hallucinatory Terrain
Phantasmal Killer
Polymorph

5th level

Dominate Person
Geas
Hold Monster
Insect Plague
Mislead
Passwall
Raise Dead
Scrying
Telekinesis
Telepathic Bond



NEW BACKGROUNDS

The circumstances behind one's birth and growth in Iürmen can significantly affect the path of an adventurer of the night. Below is a list of the backgrounds available for your characters.

ADEPT OF A CIRCLE

There are many who are raised by religious communities; babies abandoned on the door or orphans with no future. They grow up following their cult or community's own strict rules, learning hard work and developing skills useful to the circle that hosts them. These characters may have been raised by specific cults such as the Old Tradition or the Lunar Cult. Their life of commitment, study and work makes them skilled thinkers or fundamental components in towns and outposts, where they give aid and teach lessons.

Skills Proficiencies: Religion or Perception; Insight or History

Other Proficiencies: a tool of choice between brewer's supplies, cobbler's tools, carpenter's tools, calligrapher's supplies, witch's pack, or abjurer's pack

Equipment: book (filled with your own aphorisms) a tool or equipment in which you are Proficient, nib and ink, monk clothes, food supplies for a day, a torch, 1 gp

FEATURE: SUPPORT OF THE CIRCLE

All members of a cult recognize other members instantly, thanks to small details that are insignificant to those who have not spent years in a monastery, circle, or community. Members of a circle respect a code of mutual aid throughout their lives, providing help and support to other members. An Adept can expect the support of the other members they meet, who will expect similar treatment in turn.



SUGGESTED TRAITS

Those who are Adepts of a Circle and are raised by specific communities always carry with them the teachings learned from their masters and confreres. These characters have a high sense of sacrifice and often know how to be generous and encouraging, masking gloomy emotions so as not to give the impression of being intimidated by the evil that afflicts the Material Plane. They always remember what it is like to live in a community, and the spirit of brotherhood (or sisterhood) makes them reliable travel companions. They never back down when their cult needs help and they sometimes become propagators of their creed.

VARIANT: CIRCLE OF APOSTATES OF RAHIDRA

Among the several communities in which the characters may have grown up, there are the druids and sages of the Apostates of Rahidra. These characters have the same characteristics mentioned above, with the variant of being particularly devoted to what remains of the natural world, to the people who protect Rahidra and to a wilder lifestyle.

- The traits below replace the "Skill Proficiencies" and "Equipment" entries listed above.
- **Alternative equipment:** sheets with drawings, a tool or equipment in which you are Proficient, charcoal for drawing, a wooden toy carved at a young age, simple clothes, food supplies for a day, a torch, 1 gp.
- **Alternative Skills Proficiencies:** Animal Handling or Arcana; Nature or Religion.

d8	Personality traits
1	Before doing anything rash, I count to 10.
2	I try to connect every event in a great cosmic scheme.
3	I often get lost in contemplation of my own thoughts, forgetting what surrounds me.
4	I perform deep bows and other gestures of respect.
5	I speak in a calm voice even when my words are sharp, and my emotions burst.
6	Constant training allows me to deal with the stress and difficulties of life.
7	I often tell anecdotes about the times I used to hang out with my community.
8	I am intransigent towards those who speak ill of my circle of origin.

d6	Ideals
1	Improvement (neutral): Constant improvement and self-care lead to a balanced and serene life.
2	No one is above the law (lawful): No one should have preferential treatment under the law.
3	Charity (good): Why accumulate earthly goods, when you can share them with those who need it most?
4	Respect (lawful): Everyone, regardless of rank or social class, must be treated with dignity.
5	Strength (evil): With hard work I have been raised above the weak, and it is only right that I have my share.
6	Freedom of thought (chaotic): Everyone is free to believe in what they want, and any constraint must be strongly opposed.

d6	Bonds
1	My community was set on fire by a possessed madman, I still bear the scars today.
2	My master was strict, but even today I would give my life for him.
3	Nothing comes before my confreres.
4	In my community I had known the love of my life, but the master would never approve.
5	I inherited valuable and important calligrapher tools. To lose them would be an unacceptable insult to the one who gave them to me.
6	A rival from my time at the monastery persecutes me, our paths continue to cross.

d6	Flaws
1	I am dogmatic and inflexible.
2	I demand perfection, from others and even more so from myself.
3	I treat others with conceit, looking down on them.
4	I am afraid of fire.
5	Sarcasm is always on my lips.
6	I will never ask for help from those who do not come from a circle: they would not understand and could not help me.

ANCIENT LINEAGE

Among the peoples of Iürmen there are still those who descend from ancient houses or inherit honors and responsibilities as descendants of more or less historically relevant figures. In the Lunar Age, politics and kingdoms have changed, giving way to new orders and territorial control by religious cults. An exception are the Lands of Alper, where the descendants of those who were deceived by the Trudens to become hideous Wild Oms still rule. The history of the world saw a succession of characters, ruling families or saviours who ruled nations. Alas, of those glories there is nothing left but a shadow that weighs heavily on the shoulders of a few, whose goal is to restore the rightful authority of their ancestors.

Skills Proficiencies: Perform or Persuasion; Arcana or History
One type of martial weapon (melee or ranged)

Equipment: A martial weapon in which you are Proficient, a family heirloom in bronze (worth 3 gp), simple clothes, a cloak depicting a family or cultural crest, a red wine flask, a gold ring gifted by your parents (worth 15 gp) and a worn copy of the Annals of Iürmen

FEATURE: NOBLE BIRTH

Whether your lineage has decayed, or the memory of your ancestors is still alive, those who bear an Ancient Lineage still retain a certain authority in the political field. While others must earn the right to access reserved places or have difficulties getting an audience with important people, there are those who can boast of their descendants and enjoy privileges denied to ordinary people, given that you are in a place relating to your origin or among people who respect the noble history of your lineage. Even in such circumstances, it will often be necessary to provide proof of your ancestry, such as cemetery records, a signet ring, wills, or possibly letters from well-respected individuals. This feature can also be interpreted as an influence on certain ethnic groups, rather than towards political figures.

Below are the possible origin lineage and the benefits that come with it.

- **Lyvar Chieftain:** Every nomadic group of Night Faeling knows how to recognize the heir of their guide or a descendant of the ancient chieftains of the depths. When in contact with Lyvar groups, you will exercise a greater authority.

- **Heirs of the Kingdom of Sarneum:** The royal lineage of Sarneum is not yet completely lost, and there are still distant descendants of the family to which Ma'Hal III, grandfather of Mirithlen herself, belonged. When the Ishdrim acknowledge your lineage, they cannot help but feel subservient, nostalgic of the tales of when they reigned and prospered in the southern continent.
- **Noble Houses of the First Men:** Ghirion, Olendris, Zirmael and several others. These are the fallen houses from when Xivanis reigned, and some even date back to the age of the Thurinthian Empire. Those who bear these names carry a heavy burden, since it was from them and their deeds that the decline of Iürmen originated. However, the Anireth unreservedly respect the descendants of their lost aristocracy as they still hope for the redemption of their people, or even a return to the ancient glories. This guarantees a strong influence over the Anireth you encounter.
- **Cursed Garnar Lineage:** Among the Garnar, there are some who descend from those who brought the curse on their entire people, but whom many still remember as warriors, chieftains, and paragons of virtue. Even today, in the Northern Lookout, some of these descendants maintain their rule over the Alperns, and it is quite common for them to challenge each other, fostering internal wars to prove who is the strongest and most worthy to lead the people. If you possess such ancestry, some may curse your ancestors for their pact with the Trudens, but no one can deny you an audience with Alper's rulers.
- **Sons of the Early Satyrs:** Among the several lines of Satyrs that once populated Iürmen, only the Rizadrin survive. Among them, some boast a blood bond with the kings of the World Below, supreme governors of the lost cities of the Lunar Satyrs. Such a lineage cannot be ignored even by Anvernia, who rules over the Lunar Cult.
- **Descendants of Erven the Strong:** Everyone knows the legend of Erven, and the Gray Folk literally idolize this legendary figure. He had three children, who gave rise to three sub-kingdoms. However, it is highly likely that the last descendants of Erven's bloodline come from his daughter Hislith. Proving to be heirs of such a noble lineage would allow you to find open doors among the Gray Folk or in the vicinity of Ervenrun. Even among the followers of the Old Tradition, rulers of the citadel, you would stir a certain awe.
- **Ancient Disciples of Rahidra:** Primevals pass down the tales of how Rahidra led her people to the east, and still many tell tales of those who were at first her direct disciples and then became spiritual guides of tribes and families. Those who can boast the legacy of Rahidra's historical disciples enjoy a special consideration and a certain respect among the Ejure.
- **Perchta's Blood:** Although Krampus adventurers are always outcasts and exiles who have left the pack, they can still prove to be part of a glorious lineage. Some of them, in fact, can prove that they have ties to the mammoth Ladies of the Beast in their blood, as if they were descendants of primordial authority. This is due to the fact that the Ladies of the Beast sometimes blessed children of their feral people, giving them a semi-divine spark, hoping that they could become fearsome followers and fierce protectors. Those who can show this lineage are welcomed in peace, or at least not in open hostility, by the packs of Krampus in spite of their status as an outcast.

VARIANT: PERCHTA'S BLOOD

A Krampus who manifests the bygone feral spark granted by the Ladies of the Beast replaces their background features with the ones listed here.

- **Skills Proficiencies:** Athletics; Perception
- **Other Proficiencies:** One type of martial weapon (melee or ranged)
- **Equipment:** A martial weapon in which you are Proficient, a mask made of wood and feathers with an engraved symbol that resembles the Perchtas' icon (worth 10 gp), tribal clothes, an oil flask, a witch's pack and a bone knife

Suggested traits

Being descendants of a noble house or iconic characters is a burden, as well as an honor. Characters may find themselves enjoying both renown and prejudice. The nocturnal adventurers of Ancient Lineage often have very specific personal goals, such as restoring the importance of their family, regaining the privilege and lost power, or standing as leaders and paragons for their own people, inspired by their ancestors' accomplishments.

d8	Personality traits
1	I hate being interrupted while I speak.
2	I seize every opportunity to tell the deeds of my ancestors.
3	I am picky with some types of foods.
4	I can keep a calm demeanor in most situations.
5	I believe in my lineage more than any religion.
6	Sometimes, I am unintentionally vain.
7	I always keep my belongings in order.
8	If I am in the wrong, I have a hard time apologizing.

d6	Ideals
1	Rebirth (good): I will do what is in my power to restore my name and that of my ancestors.
2	Honourable (lawful): My origins require me to be an example to others.
3	Indifference (evil): The fate of others is no business of mine. I have to be successful even at the expense of those around me.
4	Bequest (any): Preserving one's traditions is a duty and a necessity.
5	Consistency (neutral): When you assert a concept, that must be paramount above everything else.
6	Arrogance (chaotic): I deserve more rights than others!

d6	Bonds
1	The legends about my ancestors have accompanied me since childhood.
2	I try to correct the mistakes of the past and drive away the ill will on my family.
3	My land and my city are always in my thoughts. My very story comes from there.
4	A family curse haunts me as it once haunted my parents.
5	I have to conclude what was started by one of my ancestors.
6	I could never leave this object that has been handed down for generations in my family.

d6	Flaws
1	Actually, I hate having to always be compared to my lineage.
2	I am not likely to feel empathy towards others.
3	Every time I fail, I blame my ancestors.
4	Sometimes I feel the burden of responsibility and that brings me down.
5	I easily fall into vices.
6	I cannot admit I am wrong, not even if confronted with hard evidence.

APOSTATE

Even the most devoted and unwavering followers of a cult can sometimes leave their beliefs behind. Whether out of distrust of the divine or inability to tolerate certain horrors happening despite its intervention, some characters become Apostates. Once you have abandoned your faith or left the circle you belonged to, relations with the past are hopelessly closed off. In times of need, for example when seeking refuge in places of worship, Apostates must disguise themselves as if they were still part of the clergy they have abandoned.

Skill Proficiency: Stealth or Deception, Religion or History

Other Proficiencies: Abjurer's pack, calligrapher's supplies

Equipment: An abjurer's pack, 5 incense sticks or 5 perfumed candles (depending on your Birthmoon; Full: vanilla and honey; New: licorice; Ascending: Mint; Descending: sandalwood), a small knife, a tunic, common clothes, a purse with 5 gp, a silver statuette worth 10 gp stolen from an abandoned holy place

FEATURE: WOLF AMIDST LAMBS

Thanks to the years spent in their former cult, you are able to pass yourself off as a devout follower in communities where you are a stranger; this way you can find asylum, respect, and assistance for a week; if you dedicate at least two hours a day to caring for the faithful, you will earn a paycheck of 2d6 silver coins per day; after a week, rumours about your account begin to circulate within this new community, so that it would be time to look for other places to go before your apostate identity is revealed.



SUGGESTED TRAITS

It is not unusual for apostates to totally abjure their previous religion. Some simply tend to deviate from the dictates of the faith of origin, while others deviate to the point where they reject them totally or even oppose them. As they are each a unique case, this does not necessarily mean that they had such relevance as to be excommunicated or driven out drastically, but over time the rumours about them could spread, making it difficult for them to interact with their clergy of origin.

d8	Personality Traits
1	I am always on the lookout, and I constantly watch my back.
2	I cannot hold back a laugh when something unpleasant happens to my former cult or its members.
3	I express myself in a calm and sweet voice, even when I am angry.
4	I avoid giving clear information about my account and my past, I give vague and evasive answers.
5	I prefer to count on my own skills rather than other people.
6	I have a great memory for names and faces.
7	I have lost faith in religion and the divine.
8	I tend not to trust clergy or religious figures in general.

d6	Ideals
1	Honor (lawful): My word is worth more than any supposedly sacred writing or false prophecy.
2	Anarchy (chaotic): I do not believe in hierarchies, nor in the authority of one person over another.
3	New life (neutral): I want to forget the past, and I want the past to forget about me.
4	Truth (neutral): I intend to find out what my former cult hides and spread the truth.
5	Alms (good): Even today, every coin I give to those in need, is for me a small step towards serenity.
6	Vengeance (evil): My former cult will pay; churches will burn, false idols will be knocked down, and the deceitful tongues of priests cut out.

d6	Bonds
1	I was set up; someone else is guilty of the heresy for which I was excommunicated.
2	I fell in love with a person against the dictates of my religion, so I had to flee.
3	There is a person within the hierarchy of my former cult that I will always trust.
4	I discovered a terrible truth about my church, and they are hunting me down to silence me.
5	A poor man I was unable to heal whispered a dark omen to me on his deathbed.
6	I have never lost my faith and it still guides me today.

d6	Flaws
1	Pessimistic: If something can go wrong, it will.
2	Paranoid: I see shadows spying on me everywhere.
3	Bad liar: I become visibly uncomfortable when I lie.
4	Hypocrite: I judge others severely, but, when it comes to myself, I am lenient.
5	Obsessive: When I set myself a goal, that is the only thing I see.
6	Fatalist: I rely too much on fate and I do not care much about working to obtain favourable results.

DRIFTER

In the darkest alleys of the few remaining towns, shady individuals who grew up under the nightly cloak of the Lunar Age prowl around, inspired by the endless void that towers over them. These wanderers are experts in oratory, deception, and occult investigation, and develop the ability to unmask the darkest secrets of those they deal with. After a life conducted in unhealthy or poor places, unusual and sometimes disturbing character traits develop in them.

Skills Proficiencies: Stealth or Sleight of Hand; Intimidation or Deception

Other Proficiencies: disguise kit, thieves' tools

Equipment: silver pendant adorned with a rat skull (worth 10 gp), handcuffs, a rusty knife (counts as a dagger; if you deal a critical hit with it, it breaks), black tunic, a purse with 5 gp, a worn map of the town you once called home.

FEATURE: BREACH INTO THE DARKNESS

If you spend 10 minutes talking with a person who does not view you as an enemy, you can make them trust you with their terrible secret, their biggest fear, or the obsession that devours them by making a Charisma (Deception or Intimidation) check (DC 20). If you share your secret, your greatest fear, or your obsession first, you have Advantage on the Ability check. Once this feature is used, it cannot be used against the same person for the next seven days.

SUGGESTED TRAITS

Drifters often appear as gloomy and disturbing characters, and their habits often cause dismay. They love sharp weapons, such as daggers or swords, and are used to peering deep into their own soul and those of others. These characters often tend to investigate the habits of others, trying to mirror the vices of their interlocutors or simply attempting to expose their secrets for their own benefit.

d8	Personality traits
1	I eat my nails when I am nervous.
2	My answers are always in the form of a question.
3	I always keep an eye on the way out.
4	I am curious and attracted to macabre things.
5	When I stare into someone's eyes, I never look away, and I never blink.
6	The suffering of others leaves me seemingly indifferent.
7	I tend to dress in black only.
8	During idle moments I tend to fiddle with knives and other blades.

d6	Ideals
1	Friendship (good): Material possessions come and go, bonds between people are for life.
2	Sincerity (lawful): The eyes are the mirror of the soul, mine are a transparent glass that shows how I feel.
3	Power (evil): if I become powerful, I can have what I want. In fact, what I deserve!
4	Emotional (chaotic): Emotions must be left free to express themselves.
5	Live and let live (neutral): Hanging on to other people's affairs only brings trouble.
6	Quid pro Quo (neutral): I help those who help me. Isn't it simple?

d6	Bonds
1	Something precious has been stolen from me, and I intend to take it back.
2	Someone very important to me died because of my mistake. It is never going to happen again.
3	I would do anything to show that I am not just a nobody.
4	In a dream I saw a great evil, and I could destroy it or bend it to my will.
5	I write down my life in a diary. If I lose it, no one will ever know who I was.
6	I am obsessed with the events of a particular day, and my mother's face.

d6	Flaws
1	I refuse to wear clothes that are not black or gray; I'd rather die of cold.
2	I am pessimistic and nihilistic, and I often give up hope too soon.
3	I hear veiled insults and sarcasm even in the harmless words of those who did not intend to offend me.
4	I am terribly jealous and possessive of anyone close to me.
5	I am unpredictable and I switch between moments of apathy and explosions of anger and violence, and then sink into desperate weeping.
6	I hide dark thoughts that I have not been able to get out of my head.

ENCLAVE DWELLER

Beneath Ervenrun there are endless underground tunnels, some of them are part of the city, as if it were a neighborhood of outcasts and lowlifes. Most of the people living in the Enclave are Anireth, but also other people, some of dubious morality and usefulness, live there. In this deep place discouragement and despair lurk for those people who ultimately take their first steps towards an adventure or revenge. Such a life can shape evil individuals, but also nocturnal adventurers who know how to deal with darkness and the sinister echoes in front of which many would flee.

This Past can also adapt to those who grew up in the deep neighborhoods of the Northern Lookout, where ethnicities more accustomed to life underground dwell. Life is less bitter there than for the Enclave's outcasts, but they are accustomed to the cramped tunnels of these underground encampments and the shadows moving in the silent forgotten ravines all the same.

Skills Proficiencies: Nature or Perception; Survival or History

Other Proficiencies: A musical instrument of your choice, a language of your choice (except Whispers of the Echoes)

Equipment: A musical instrument in which you are Proficient, a rope (50 feet), a bell, a bag of marbles, a necklace with a gemstone of the depths (value 5 gp), gemstones of the depths (five gems worth 1 gp each)

FEATURE: ECHOES OF THE DEPTHS

The hearing of those who lived in the Enclave is accustomed to the acoustic sounds and vibrations that are heard underground. When in a closed place, mainly surrounded by rock and stone, they can accurately pinpoint the distance and

direction from which a sound comes. In addition, if they are in such a place, they cannot be surprised by corporeal creatures.

SUGGESTED FEATURES

Those who grew up in a gloomy place like the Enclave are very empathetic towards those who, like them, grew up in situations of poverty, illness, or rejection by the community. They are also skilled explorers, prudent but tenacious adventurers and know how to settle well in underground tunnels, to which they have always been accustomed. They sometimes show naive amazement when they are outdoors and can admire the sky and stars and present themselves as promising members of those parties who need guides in the dungeons, sentries, or vanguards with sharp senses.

d8	Personality traits
1	I like to slip into cramped spaces where no one can reach me.
2	I like to caress the ground or rock walls.
3	I never face problems directly, I always look for a winding path and yet safer, in my opinion.
4	I think anyone who is nice to me has a second purpose.
5	I have lost a lot of friends; I do not want to lose any more.
6	Teamwork is the best way to achieve a goal.
7	I'm always ecstatic at the sight of the moon.
8	Bright lights bother my eyes.

d6	Ideals
1	Prevarication (evil): Life is all about eating or being eaten, and I am not prey.
2	Memory (lawful): I have to keep my people's traditions alive, or soon they will be lost forever.
3	Self-improvement (neutral): The purpose of life is to never stop learning, honing, and improving.
4	Introspection (neutral): The only true answers to the questions of life are those found within.
5	Relativism (chaotic): Truth depends on the point of view of each one of us, everyone has the right to their own truth.
6	Empathy (good): I acknowledge my own suffering in the eyes of others, and this encourages me to help others.

d6	Bonds
1	My people are always at the center of my thoughts, even when we are far apart.
2	It is my duty to protect the weak, especially those who have lost their homes or families.
3	I will bring the fury of the underground to those who dared to shed innocent blood in my community many years ago.
4	I owe a traveling merchant, who rescued me when I thought I was doomed.
5	My loyalty to the Enclave is unwavering.
6	The alliance between my family and another underground house must be sustained at all costs.

d6	Flaws
1	I cannot resist a pretty face.
2	I am convinced that I am always one step ahead of everyone, even when I am not.
3	I tend to insult people out loud in my people's language; surely, the target of invective does not understand what I am saying.
4	I am convinced I have a glorious destiny ahead of me, and I take risks that I should not.
5	I am never satisfied with what I have.
6	I am impulsive and reckless when I think I am safe.

EXILE

This fate often falls on the ill-liked Anireth, but anyone can be driven out of a town in the atmosphere of distrust and restlessness that permeates the Lunar Age. Being alone in the eternal darkness of the Iürmen's wasteland is a fate worse than a death sentence and is reserved for criminals and nonconformists of all kinds. Exiles are therefore facing a long journey to find a place to be welcomed. However, in most cases they lose themselves, never to be seen or heard from again, swallowed up by the horrors of the outside world.

The player can roll 1d6 to determine the reason for the exile:

1. I was considered too different to live among the townsfolk.
2. I was exposed while performing forbidden practices.
3. A rival of mine plotted to denounce me.

4. I committed a crime.
5. There was a shortage of food and resources in my village, so they had to send some of us away.
6. They thought I was a burden for the community.

Skills Proficiencies: Survival or Insight; Stealth or Sleight of Hand

Other Proficiencies: A musical instrument or supplied roaming Lyvar's supplies, vehicles (water)

Equipment: A musical instrument you are Proficient with, a whistle, a lantern with a flask of oil, a tent, worn clothes, a dark hooded cape, a purse with 5 gp; a stray dog, faithful but wary with strangers (it has the statistics of a Mastiff and obeys your verbal commands)

FEATURE: SLEEPING WITH ONE EYE OPEN

Even when you fall asleep, you are still on the lookout and have Advantage in Passive Perception not to be surprised while you sleep.

SUGGESTED TRAITS

Very few survive exile. On their face you can see the expression of those who have watched the abyss too closely. These characters have honed unique survival skills and know they can only count on themselves. Displays of hatred towards those who have driven them out and petty selfishness, caused by months and years spent thinking only of themselves, are not infrequent. Some are more comfortable with the wild animals with whom they share the fate of stray, protecting each other and keeping themselves company in the silence and solitude of the Known Lands.

d8	Personality traits
1	My trust is hard to earn and lost in a flash.
2	When I come to a new place, I take note of the escape routes.
3	If anyone is in trouble, I am the first to run to the rescue.
4	I get bored easily, and then I play around with whatever is in my hand.
5	I take care of my companions as if they cannot do it by themselves.
6	I am driven by a hunger for adventure that every day takes me further from home.
7	I always act prudently, aware of the dangers that exist in the world.
8	When I go into outposts, I tend to look for a place to eat first.

d6	Ideals
1	Fairness (lawful): I never blame those who are unable to provide for themselves.
2	Redemption (good): Everyone deserves a second chance.
3	Greed (evil): I will do whatever it takes to become rich.
4	Freedom (chaotic): Tying yourself to something or someone means accepting some sort of slavery.
5	People (neutral): I am true to people, not ideals.
6	Change (chaotic): life is constantly changing, like the moon, and we have to change with it.

d6	Bonds
1	I am on the run for a crime I did not commit. One day I will prove my innocence.
2	My family betrayed me and sold me to the authorities. Now I want to start a new family to forget the old one.
3	I took the blame for a crime committed by someone I love. One day I will go back to that person.
4	I was exiled for committing a terrible crime, but I suffer from amnesia, and I do not know if I am really guilty of it.
5	I was exiled for crossing someone far more powerful and influential than I. Sooner or later I will go back, wielding authority greater than them and return the favour.
6	Forced loneliness makes me care and protect my fellow travelers as if they were my new family.

d6	Flaws
1	I always forget names, and I end up mangling them.
2	I tend to overestimate my abilities, often getting into trouble.
3	I am always ready to turn my back on those who accompany me.
4	I am a craven.
5	I cannot swim and I am afraid of water.
6	I am always the first to rush on the loot.

LEGENDS' SCHOLAR

An ancient world like Iürmen harbours legends of all kinds, written and handed down during the ages. There are individuals who become expert connoisseurs of stories and rumors, hoarders of books of legends and master storytellers who entertain their companions. A Legends' Scholar is this and much more, being a person devoted to knowledge and study. The horrors, the creatures, and the stories about this age and the previous are a matter of curiosity and research for the learned.

Skill Proficiency: Arcana or Religion; History or Nature

Other Proficiencies: two languages of your choice (except Whispers of the Echoes)

Equipment: two books on myths and legends (each relating to one of the two skills obtained with this background), four candles, a pipe, aromatic tobacco (choice between vanilla and honey, licorice, rosemary, or mint), scholar's tunic, a purse with 15 gp

FEATURE: INK LEGENDS

When you make a check about myths and legends with one of the skills obtained from this background, if you have a book related to the subject, you can spend a minute reading. By doing so, you will have Advantage on the Skill Check. The information thus obtained will be narrated by the *NM* in the form of a metaphor, poem, fairy tale, myth or legend (do not expect answers such as "these creatures are vulnerable to radiant damage, and susceptible to moonlight", but rather "the legend of Uthyr tells how the knight waited for the first lights of Mirithlen to fight the beings who wanted to tear his soul away; his blade glowed with a shining silver halo and cleaved the darkness leaving no room for escape.")

Every time you use this feature, roll 1d20. If you get 1 as a result, that book no longer has secrets, and can no longer be used with this feature.

Books about Myths and Legends: When you choose this background, you get two books about myths and legends that allow you to use the Ink Legends privilege. If a book is lost, stolen, destroyed or no longer has secrets for the owner (see above), then you need to find another one in order to use the feature.

SUGGESTED TRAITS

In many situations, nocturnal adventurers may need to deepen their knowledge of monsters, legends, historical events, etc. The Legends' Scholar stand as fundamental allies in these circumstances, given their affinity with history and folk customs.

They are often also Masters of Tradition whose thirst for knowledge is accentuated or are itinerant scholars who lend their knowledge and experience to the party.

d8	Personality traits
1	I ask a lot of questions.
2	I love making small bets on everything.
3	I speak very slowly and use long, archaic words.
4	My language and bearing are worthy of a nobleman.
5	I love talking about what interests me, even with those who are not interested at all.
6	I am curious and I love riddles.
7	I let myself be attracted to any form of knowledge that can enrich me intellectually.
8	I never part from my belongings.

d6	Ideals
1	Knowledge (neutral): The road to success passes through knowledge.
2	Memory (lawful): We must hold on to the past in order to have a firmer grip on the present and the future.
3	Inspiration (chaotic): Everyone must follow their instincts and let themselves be inspired by their surroundings.
4	Teaching (good): Teaching important lessons to future generations is the only way to survive.
5	Pushing the limits (neutral): You have to push for knowledge beyond your limits to progress and improve.
6	Pride (evil): making others feel inferior and thus feeling superior is the real purpose of acquiring more knowledge.

d6	Bonds
1	I have an ancient book, sought-after for the heretic legends that it holds.
2	I have an ancient scroll of parchment on which a compelling but incomplete poem is told.
3	I discovered a prophecy between the lines of a poem, and several factions hunt me for my discovery.
4	I tell fairy tales and legends to anyone who wants to listen, because I can no longer tell them to the love of my life.
5	All my life I have been looking for answers to a question that no one can answer.
6	I was tricked during a riddle game and revealed secrets and knowledge that could be dangerous in the wrong hands.

d6	Flaws
1	I treat my peers as inferior, constantly implying that they are in some way lacking.
2	I smoke like a chimney, even when it may not seem appropriate.
3	I suffer from narcolepsy, and it goes wild when I focus too much.
4	I am afraid of spiders.
5	I have a very annoying pronunciation defect.
6	I am very jealous of my books, woe to those who dare to touch them!

NIGHT NOMAD

In the vast moors of the Known Lands, there are still ethnic groups, families, or tribes, who challenge the impervious forgotten roads of the outside world. Night Faelings are often those who are more familiar with this way of life under the open sky, but also parties of other ethnicities whose house or village has been razed to the ground. These characters quickly get used to dealing with the hard life in the Lunar Age and can become sentinels or phenomenal wilderness experts. Some of them simply hope to find their own place in the world, while others are now enthralled by a lifestyle of dangerous adventures, willingly joining groups of nocturnal adventurers.

Skills Proficiencies: Athletics or Nature; Perception or Survival
Other Proficiencies: A language of your choice (except Whisper of the Echoes), maps and cartographer's tools

Equipment: A flask full of water, a rope (50 feet), an old map of the Known Lands, a torch, a rare item you found during your wanderings (value 10 gp), a sleeping bag and simple clothes

Feature: Sense of Direction

When you find yourself outdoors in wild and unknown lands, you can easily find your bearing and acquire knowledge about the place from a naturalistic point of view. You can spend 10 minutes looking at the map, having Advantage on Wisdom (Nature and Survival) checks related to the new environment.

Suggested traits

Those who grew up in the outside world, or who have become accustomed to a nomadic life, often have a natural propensity for adventure and recklessness. They rely heavily on their sense of direction and are often the ones guiding their fellow adventurers. They are tenacious and reckless night adventurers, although they sometimes face tragedies that torment them in their sleep.



NIGHTFELL

d8	Personality traits
1	I love the outdoors and feel discomfort in enclosed places.
2	I am not leaving anyone behind!
3	Over time I have developed some peculiar habits, quite different from those of ordinary people.
4	I envy those who have a place to call home.
5	I am curious about the origins or place of origin of my nomadic group/people.
6	I collect particular stones that I find along my way.
7	I am always careful that my group does not run out of food and water.
8	I have a soft spot for alcoholic beverages.

d6	Ideals
1	Loyalty (lawful): Living with a group has always taught me the value of loyalty and mutual support.
2	Shrewdness (evil): In nature, the strong abuses the weak; that is how you survive!
3	Discovery (any): Wherever I go, there is always wealth to be seized or to increase my experience.
4	Bond (good): I will always help those I consider part of my family.
5	Hope (chaotic): One day this nomadic life will end; I will make sure of it.
6	Ingenuity (neutral): Anyone who has seen what I have seen knows that the mind is the best weapon.

d6	Bonds
1	My real goal is to find a safe place for my people to settle down after so much wandering.
2	I keep on wandering in search of something my parents were looking for.
3	The love of my life and I have been separated against our will and my journey will only end when I find my better half.
4	The unique customs of my people must be passed down and these traditions deserve to be known by others.
5	My new group of night adventurers is all I have, and I will never abandon them.
6	During my travels, my inaction once led to tragedy and this regret will always follow me.

d6	Flaws
1	I become aggravated if I spend too many hours in a closed environment.
2	In the face of dangers that are unknown to me, my assumptions collapse, and I panic.
3	Those who do not follow my advice during an expedition are undoubtedly fools!
4	I am terrified of getting lost.
5	Adverse weather conditions make me uncomfortable, and I am confused about what to do.
6	Betraying my loyalty means having me as a sworn enemy.

RAISED BY WITCHES

Sometimes, a wanderer may notice strange marks carved on their interlocutor's skin, or an unusual tattoo that makes them think of something obscure. This can happen when you meet someone who has been raised by witches, whose mark is indelibly imprinted on their body and soul. Witches usually kidnap children to perform evil rituals, devour them, or sacrifice them to evil entities. In other cases, they try to impart to the unfortunate children a form of esoteric education, experimenting and trying to understand if they can draw their fragile minds towards dark impulses, fostering perverted beliefs in them. Some children manage to escape or kill their captors once grown. They become adventurers, forever damaged by a childhood spent in the forgotten corners of the wildest places in Iürmen.

Skills Proficiencies: Deception or Intimidation; Arcana or Nature

Other Proficiencies: apotropaic items (such as salt, oil, wine, iron, etc...), witch's pack

Equipment: a witch's pack, a knobby stick (counts as a quarterstaff and as a spellcasting focus), worn tunic, animal fur, a purse with 2 gp, a poisonous toad (use the statistics of a Frog; in addition, if it is eaten or licked, it deals 1d6 poison damage and induces harmless visions and hallucinations for a minute)

FEATURE: VOICE OF THE FOREST

Those who have been raised by witches are able to interpret the behavior of animals, changes in vegetation, and variations in the wind to predict weather over the next 12 hours.

SUGGESTED TRAITS

Those who have been raised by witches can have remarkably diverse personalities. Some experience their condition as trauma and crave vengeance against all the crones and hags of the wilderness, while others exploit the acquired knowledge to pursue devious ends or develop those same powers that have horrified them since childhood. Nonetheless, all psychological traits of these illegitimate children of the ancient witches are influenced by an unconscious link to the occult and to naturalistic or esoteric forces. Whether they like it or not, the education they received from the witches has turned into an indelible mark.



d8	Personality traits
1	Those who harm me will suffer terrible consequences!
2	I know nothing about manners or etiquette.
3	I can learn a lesson from any situation, comparing it to the workings of the natural world.
4	I always hide small portions of food in the folds of my clothes.
5	I like darkness and humidity: bogs are my favorite place.
6	I always speak bluntly.
7	I like animals that would disgust other, such as frogs, spiders, or snakes.
8	I'm not comfortable sleeping in real beds!

d6	Ideals
1	Traditions (lawful): The ancient traditions of blood and woods must be preserved.
2	Independence (chaotic): I am a free spirit; I do not recognize any authority.
3	Nature (neutral): Nature must remain uncontaminated.
4	Respect (neutral): Every living being is worthy of being treated with respect, even in death.
5	Sharing (good): My knowledge is meant to be shared with everyone, not to be hidden.
6	Power (evil): The more power I get, the less I am subject to the will of others.

d6	Bonds
1	I am willing to do anything to recover a rare witches' artifact.
2	I am obsessed with tracking down my real family and meeting them.
3	Preserving nature is my first thought when I wake up in the morning.
4	A prophecy (may it be true or false) has declared me as a bringer of change, and many persecute me for fear of this prediction.
5	I have committed an abominable crime and I live in terror of being discovered.
6	I will always remember the forest that for many years has been my home.

d6	Flaws
1	My personal hygiene is more similar to that of an animal than a civilised person.
2	I speak mainly in monosyllables.
3	My face is perpetually distorted into a particular grimace.
4	I am very jealous of my belongings.
5	I assault food as if it could be the last meal I will see in a week.
6	I enjoy scaring kids and superstitious people.

SEEKER OF HOPE

No matter how hard life in the Lunar Age is. Some individuals will simply never surrender in the face of despair and terror, drawing strength from their natural propension to spread joy and pursue peace. It is often the most heartbroken or those who have lost everything who bear this responsibility. A Seeker of Hope is the one who has filled the void in their heart and is able to instill their desire to smile in others and allow for carefree moments even when the world seems to be falling apart. They often wander, embracing their inner mission to see the people around them smile again. These characters are key members in parties of nocturnal adventurers, as they always take care that the morale of their companions does not collapse into the dark abyss where this life can all too easily lead.

Skill Proficiencies: Performance or Insight, Investigation or Persuasion

Other Proficiencies: a musical instrument, a language of your choice (except Whisper of the Echoes)

Equipment: a musical instrument in which you are Proficient; a book of children's fairy tales: epic stories or prophecies that promise a better tomorrow; pastel shade clothes, a hooded cape, a purse with 5 gp, a medallion depicting the moon worth 10 gp.

FEATURE: BESTOW JOY

A Seeker of Hope is always welcome in settlements. Their words, actions, songs, and smile give hope for a better future or consolation for an arduous present. In the Lunar Age, a Seeker of Hope is nothing more than a small candle in the darkness but,



although its light is often faint, a candle's duty is to transmit its flame to other candles. The innocent and the pure in spirit are attracted to the Seeker of Hope, instinctively trusting their words, and will do anything possible to help them in their mission.

SUGGESTED TRAITS

Seekers of Hope are characters who tend to look for sources of light even in the thickest darkness. No matter how fiercely the Dark Mirror may rage in the Known Lands, and no matter how widespread malevolence is among survivors, these wanderers feel the strong impulse to give warmth to the hearts of those they meet. Their optimistic personality and perseverance allow those around them to smile again, even if only for a few moments.

d8	Personality traits
1	I always have a smile on my face, even when the situation is difficult.
2	I often whistle roundelays without realizing it.
3	My clothes are always clean and tidy.
4	My voice is musical and pleasant.
5	I think I am the only real beacon of hope for the people; any other is just an amateur.
6	When I am facing difficulty, I repeat the same questions I was asked just to buy time.
7	I do not easily give in to despair, but when it happens, I sink into a very deep sadness.
8	Beware the wrath of the patient!

d6	Ideals
1	Joy (good): No price is too high for a child's smile.
2	Fairness (lawful): If everyone behaved correctly, everything would work better.
3	Art (neutral): The search for beauty is the ultimate goal of existence.
4	Harmony (neutral): Everything, every person, every being has its ideal place in the plot of destiny and existence.
5	Free spirit (chaotic): No one can tie me up or force me to do anything I do not want.
6	False hopes (evil): In my heart I know that hope is nothing more than palliatives and lies.

d6	Bonds
1	I had a family and kids, but we were separated by fate.
2	Every stranger is a friend I have not met yet: the world is my community.
3	I have a twin brother who does not share my views on life, euphemistically speaking.
4	For years I sang with a touring troupe, but they were apprehended by a debased gentleman, and I was the only one able to escape.
5	I had not been calm enough to give hope to a lethally wounded child. The memory of their grieving eyes while they faded out still haunts me.
6	A priest from a small church gave me asylum one night when I was tired from my journey. I promised to repay his kindness when I get the chance.

d6	Flaws
1	I always have to have the last word, and that gets on the nerves of lots of people.
2	When I am nervous or scared, I cannot stop laughing.
3	When I get angry, I often take it out on the musical instrument I hold.
4	I am very naive, and people often take advantage of it.
5	I am terrible at bargaining, and I end up doing underpaid jobs or buying worthless items and paying their weight in gold.
6	When I start telling a story or anecdote, I do not stop until I am done. I resume the thread even after several minutes if someone interrupts me.

TOUCHED BY EVIL

The ones who are most scarred by what darkness brings, however, are those who have seen what happens when the darkness comes into the light. Some were children when they saw the horrors of the night feeding on relatives in their beds, others were traumatized for not being able to protect their companions while they were taken away by followers of the Unholy Sacrament. Terrible events forever bear an indelible mark, conditioning those poor wretched souls for the rest of their lives.

Skills Proficiencies: Athletics or Stealth, Survival or History
Other Proficiencies: Apotropaic objects (such as salt, wine, oil, iron, etc.).

Equipment: A bag containing salt, common clothes, a notebook filled with terrible memories usually kept hidden, a token of a loved one (a piece of cloth from a cloak, a wooden toy, a tool taken from their old house), a small knife, iron nails and 15 gp

FEATURE: CLOSE TO DEATH

An individual touched by evil has been exposed to tragic and deadly situations. Some come into contact with evil entities as a mistake of fate, survive massacres or are traumatized by haunting ghosts at a young age. All those who have lived these experiences remain scarred in the soul and will always be accompanied by a bad feeling, almost like an invisible presence, when exposed to darkness. This makes them more accustomed to perceiving the dangers that surround them.

SUGGESTED TRAITS

Everyone metabolizes their traumas as best as they can. There are those who equip themselves and develop skills so as not to feel helpless, and those who spend their lives running away or avoiding conflict. In many cases, these characters seek knowledge to deepen their understanding of these evil creatures in an effort to explain what happened to them.

d8	Personality traits
1	I never want to be too far away from my allies or be at the end of the line during exploration.
2	I feel deep empathy for those who, like me, have had awful experiences.
3	I hardly tell my story to anyone, but I think about it often.
4	I tend to be shy and serious, rarely talk, and trust few people.
5	Despite my traumas, I face darkness and monsters fiercely.
6	If I get the impression that others pity me, I retreat within myself.
7	I allow myself to be fascinated by all forms of storytelling, documents, or relics that give me more knowledge about the creatures I will have to face.
8	I tend to get attached easily and look for solid bonds to compensate for my loss.

d6	Ideals
1	Duty (lawful): I feel obliged to protect others and prevent others from having traumatic experiences.
2	Yearning (evil): Darkness has charmed me, and I yearn to acquire more of its power.
3	Memories (any): I fervently hope to regain inner peace after a life obsessed with the past.
4	Courage (good): I want to overcome all my fears and help others to face theirs.
5	Research (chaotic): I hope, one day, to find the ones who made me suffer and end their cruelty.
6	Purpose (neutral): There must be no weakness when your mission is at stake.

d6	Bonds
1	I wish to purify the place I have abandoned of those who haunt it.
2	I never separate myself from objects that remind me of lost loved ones.
3	What happened to me continues to haunt me. Every time I close my eyes, I relive those bad moments.
4	I continue to cultivate a habit I had before my life changed, as a link to the past.
5	When I really get attached to someone, I would do anything to protect them.
6	My trauma is so strong and lasting that I will constantly feel discomfort, repentance or horror at what happened.

d6	Flaws
1	If I am facing something like what traumatized me, I panic.
2	When I get the feeling that something dark is going on, I get nervous.
3	I easily give in to anger if my comrades do not want to intervene to help someone in danger.
4	I am constantly afraid that I may give in to possession by evil entities.
5	Being in front of horrible scenes throws me into despair.
6	I become morbidly suspicious when I find myself in the presence of someone deceptive.

VIRTUOUS IN SPIRIT

Despite the dangers or real-life nightmares that everyone faces during the Lunar Age, some manage to maintain a stoic lucidity. This resilience can only come from one's ideals, one's own bonds or one's faith. Whether they are idealistic individuals, spiritual ascendants or simply self-confident, they place morality above everything. These Virtuous in Spirit are often acknowledged as authoritative and trustworthy figures and it is not uncommon for them to act as guides for fellow travelers or their families.

Skills Proficiencies: Intimidation or Perception; Persuasion or Investigation

Other Proficiencies: a musical instrument, a language of your choice (except Whispers of the Echoes)

Equipment: 3 meditation incense sticks, a humble tunic, walking stick (counts as a club), healer's kit (only 2 uses remaining), a purse with 5 gp

FEATURE: EMISSARY OF SERENITY

Strangers immediately recognize your true virtuous nature. Your words are always listened with great attention, your opinion is always considered important, and everyone shows you respect and trusts that you know what the right thing to do is; however, when your opinion, words and advice are proved to be wrong and harmful to the community, the appeal of your personality diminishes, and that community will no longer have any respect for you.

SUGGESTED TRAITS

A Virtuous in Spirit is always ready to act as a guide, advisor, or consultant. They tend to speak only when they know what they say to be true and take care to use the most appropriate words, situation, and interlocutor wise. They are usually driven to wander by their ideals and the will to work to oppose darkness. When they are in groups with other adventurers, they rarely tend to clash verbally with their companions, but when they feel that something is a matter of principle, they do not distance themselves from their ideals. Sometimes they may appear conceited, but the truth is that they are often right when they speak.

d8	Personality traits
1	I remain calm even in the face of an impending catastrophe.
2	I never show fear or despair.
3	I take note of every event: it could be important in the grand scheme of things.
4	I am always polite and respectful.
5	I have an idiom for every occasion.
6	I often have troubled sleep.
7	I let the others finish before I start to speak.
8	When I think I am right, I am not easily moved away from my positions.

d6	Ideals
1	Greater Good (good): Our duty is to put our lives at stake for that of others.
2	Responsibility (lawful): You should never escape the consequences of your actions.
3	The end justifies the means (evil): It is not important how you get there, all that matters is the result.
4	Community (neutral): We must take care of each other, without paying attention to what divides us.
5	Restraint (neutral): No ideal is so important as to justify war or murder.
6	Passing the buck (chaotic): The important thing is never taking the blame and finding a scapegoat.

d6	Bonds
1	Respect for ordinary people is everything to me.
2	My duty is to protect those who trust me.
3	I sold my soul to have access to forbidden knowledge. I hope this never comes to light.
4	In every city, there are always those who decide to challenge my ideas and my suggestions just to show off.
5	I never forget the mistakes I make, especially those that cost the life of an innocent.
6	I have given my word to someone that I would solve their problem, but I have yet to find a solution.

d6	Flaws
1	I do not really know what I am doing, but people trust me anyway.
2	In order to get the better of a discussion, I do not care about friendships and affections that could come out damaged.
3	Every mistake I make, even the most trivial, haunts me far beyond what is normal.
4	I hide a perversion that common morality would not like.
5	I too often indulge in the pleasures of wine, food, and company.
6	I cannot admit I am wrong, not even in front of the evidence.



CHAPTER SIX

DELVE INTO THE NIGHT

“The Moon has gifts for everyone. Even the creatures of darkness can tap into it and use that pale light for evil purposes.”

- Acirenzia, matriarch of the vampire progeny of Iürmen -

This chapter explores the new game mechanics Nightfell adds to the 5th edition system to enrich your game sessions.

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SOUL POINTS

WHAT ARE THEY?

Soul Points represent a character's psychological and spiritual fortitude in the face of soul-consuming decay.

Each character has a Soul Point supply of 5 plus their Wisdom Modifier per level. In addition, spellcasters gain 1 more point for every Spell Slot they have. Exceptionally, Warlocks gain 3 points for Spell Slot.

Soul Points = $[(5 + \text{Wisdom Modifier}) \times \text{character level}] + \text{spell slots}$

The following chart makes it easier to determine how many slots a character has per level.

SOUL POINT LOSS

Characters will lose their precious Soul Points every time they deal with supernatural events, dread manifestations of Ènferun and when attacked by creatures of the dark.

Characters reaching 0 Soul Points become Possessed: a new condition described below.

Here are the most frequent causes for Soul Point Loss:

- **Spellcasting:** Whenever a character casts a 1st level spell or greater, they lose 1 Soul Point, unless it is a Holy Spell.
 - A Holy Spell is defined as any spell that deals radiant damage, or by the presence of the words "holy", "divine" or "faithful" in the spell's name; in addition, all spells from the School of the Moon are to be considered Holy.
- **Vile Foe:** Whenever a character faces *Aberrations*, *Fiends* or *Undead*, they must make a successful Wisdom Saving Throw (DC 10 + half the creature's Challenge Rating, rounded down to a minimum of 10) or losing as much Soul Points as the creature's Challenge Rating (to a minimum of 1; further encounters with the same kind of creature during the same day involve no further Saving Throws.

EXAMPLE:

Challenge rating 1 or less	DC 10
Challenge rating 2 or 3	DC 11
Challenge rating 4 or 5	DC 12
Challenge rating 10 or 11	DC 15
Challenge rating 18 or 19	DC 19

- **Might of the Soul:** As a bonus action, a character can sacrifice their Soul Points, from a minimum of 1 to a maximum equal to their level plus their Charisma modifier, to obtain as many bonus Temporary Hit Points, that last until spent; however, a character cannot willingly sacrifice all their remaining Soul Points using this ability.
- **Overwhelming Temptation (optional):** Whenever a character indulges in sin, allows themselves be tempted by darkness and befittingly portrays a behavioural flaw, they can choose to roll 1d4, 1d6, 1d8, or 1d10 to determine how many Soul Points they can trade for a bonus to any Ability check, Saving Throw or Attack Roll performed in the following turn; the name Overwhelming Temptation suggests that it is up to the NM to provide an opening, such as an ethical bind or too tempting an opportunity, for the character to show their deplorable side and act out accordingly. This mechanic is intended to be optional: using it in game sessions or not should be discussed by the NM and the players prior to the game.
- **A Taste of Darkness (optional):** When brought to 0 hit points, a character can use their last moments of clarity to linger in the surrounding darkness and delve into their own soul to find the same darkness. By doing so, they can opt for losing Soul Points equal to their character level to stay at 1 hit point instead of 0; once used, a character can resort to Taste of Darkness only after a Short or Long Rest.

Level	Class				
	Eldritch Knight, Arcane Mysticist	Paladin, Ranger	Bard, Cleric, Druid, Wizard, Sorcerer	Warlock*	Multiclass
1st	0	0	2	1 (3)	2
2nd	0	2	3	2 (6)	3
3rd	2	3	6	2 (6)	6
4th	3	3	7	2 (6)	7
6th	3	6	10	2 (6)	10
7th	6	7	11	2 (6)	11
8th	6	7	12	2 (6)	12
9th	6	9	14	2 (6)	14
10th	7	9	15	2 (6)	15
11th	7	10	16	3 (9)	16
12th	7	10	16	3 (9)	16
13th	9	11	17	3 (9)	17
14th	9	11	17	3 (9)	17
15th	9	12	18	3 (9)	18
16th	10	12	18	3 (9)	18
17th	10	12	19	4 (12)	19
18th	10	14	20	4 (12)	20
19th	11	15	21	4 (12)	21
20th	11	15	22	4 (12)	22

*in brackets, the actual value of Spirit Points for each Warlock Spell Slot



- **Evil Creature Assault:** Most creatures from Ènferun add spiritual damage to the physical one, causing Soul Point loss. Any creature listed in the Bestiary has the amount of spiritual damage it deals reported in its statistics; however, if a NM wanted to employ creatures of its own creation or taken from another rulebook, the following guidelines might help them determine the amount of spiritual damage dealt per round according to the monsters' Challenge Rating.

Note: Not all monsters have to deal spiritual damage; if every fight involves this kind of game mechanic it might become boring, predictable, or needlessly deadly.

- **Challenge Rating of 1 or lower:** 1 or 2 Soul Points lost per round
- **Challenge Rating from 2 to 4:** 3 (1d4) Soul Points lost per round
- **Challenge Rating from 5 to 7:** 4 (1d6) Soul Points lost per round
- **Challenge Rating from 8 to 10:** 5 (2d4) Soul Points lost per round
- **Challenge Rating from 11 to 14:** 7 (2d6) Soul Points lost per round
- **Challenge Rating 15 to 17:** 10 (3d6) Soul Points lost per round
- **Challenge Rating from 18 to 20:** 12 (5d4) Soul Points lost per round
- **Challenge Rating over 20:** 15 or more (6d4 or 4d6) Soul Points lost per round
- **Narrative Soul Point Loss:** From time to time, the NM might need to inflict a Soul Point loss to increase tension and put the characters under pressure. Any NM should find a kind of balance fit for his party, keeping in mind that Soul Point loss is the primary cause of death in Nightfell, because a Possessed character with 0 hit points dies instantly.

- Narrative Soul Point losses per day should approximately be equal to: **character's level + 2**

- *Example: Over the day (between one Long Rest and the next one), a NM dealing with 2nd level characters should inflict at most a Narrative Soul Point loss up to 4 points; if the characters were 10th level, the narrative Soul Point loss could sum up to 12 points.*

REGAINING SOUL POINTS

A character's spiritual fortitude can be regained by meditating or simply committing to small things and earthly matters, to rediscover life's bright side and momentarily forget about the looming darkness.

After they complete a short rest, a character regains 1 + Wisdom modifier (to a minimum of 1) Soul Points for every spent Hit Dice.

NB: A character with full Hit Points can still spend their Hit Die to regain Soul Points in this way.

After they complete a long rest, a character regains an amount of Soul Points equal to their highest ability among **Intelligence**, **Wisdom** and **Charisma**. Such versatility represents the way different characters deal with trauma in their sleep: an intelligent character will try and understand, learn from their mistakes, and rationalize their fears; a wise character will follow a philosophical or a religious path, reassuring themselves with thoughts of transcendence and higher purposes; a charismatic character will try and find their inner strength, their resolve to go on and overcome any adversity.

Other ways to spiritually recover, such as the Lunar Blessing, are explained in the related paragraphs below.



POSSESSION

When a character reaches 0 Soul Points they become Possessed, haunted by evil spirits who try to lure them to their death.

If a character reaches 0 Hit Points while Possessed, they will not be able to resort to a Saving Throw vs. Death, thus meeting their doom with swift simplicity.

If confronted with a situation that entails Soul Point Loss, the character will instead gain an Exhaustion Level. A Possessed character is unable to regain Soul Points in any way.

The only way to get rid of Possession is to undergo an adequate Cleansing Ritual such as Interdiction from Evil (a ritual that can be celebrated by any character, yet often needs more officiants, and could pose risks for both those trying to remove the Possession and the Possessed one), or alternatively a Lunar Blessing, specialty of the Lunar Cultists.

Below, a recap:

- **Possessed:** the character cannot recover Soul Points; if reduced to 0 Hit Points, they die (without any Saving Throw vs. Death); any time they are supposed to lose further Soul Points, they gain an Exhaustion level, instead.

PORTRAYING A POSSESSED ONE

A Possessed character needs the player to display their character's worst vices, flaws and whatever resides in the darkest edges of their heart, with grim morbidity. Their identity twisted yet faithful to themselves. Bravery turns into recklessness, fear into aggression, mistrust into xenophobia and contempt, justice into thirst for vengeance. A knight bent on vanquishing evil becomes a merciless slaughterer dwelling on absolutes.

These guidelines remind of the Overwhelming Temptation (see above) yet taken to extremes and prolonged over time. In a similar way, a merciful NM could reward a player thoroughly portraying their character's possession with a 1d6 roll result, usable only once per Possession state, to add as a bonus to any Ability Check, Saving Throw or Attack Roll.

INTERDICTION FROM EVIL

This ritual requires an hour to complete and a variable number of participants: generally, the more characters who are involved the lesser the risks.

DELVE INTO THE NIGHT

Characters' perspective

- The characters bind the Possessed one with a rope, they put them on their knees and then they draw a circle of salt around them in the shape of an apotropaic circle.
- The characters place themselves on the circle, then they take turns reciting the first couplet of the Prayer for Interdiction. If the prayer is successful, the ritual continues; if not, the Possessed one and the officiant are trapped in a dark vortex that might drain their very soul, unless another officiant resume the ritual from when it failed.
- When all four couplets are recited successfully, the Possessed one is relieved from their condition, and all of the characters can finally rest.
- If one of the officiants allows themselves to be drawn into the inner darkness of the Possessed one or loses all their Soul Points the ritual fails, and the officiant becomes Possessed themselves (this particular kind of Possession arises suddenly, violently, and dramatically and the newly Possessed could try to harm or kill their companions, especially the one undergoing the ritual, or unleash their most vile urges and flaws).
NB: No bonus for a proper interpretation should be awarded by the NM in the case of total failure. If deemed necessary, the NM could even suggest a course of action to the player or rather temporarily taking control of the character.
- The ritual requires at least three officiants, three as the Lunar Phases (not counting the New Moon, dark and shadowed, symbolized by the Possessed one placed at the centre of the glyph. If the officiants try to back out and the ritual is interrupted before completion, the Possessed one dies instantly, while the officiants feel their souls torn away and dragged into Ènferun, incurring themselves in the risk of Possession.

Players' perspective

- The ritual requires at least three participants. As long as three characters abide and stay in the circle, the ritual may carry on. When their turn comes, any officiant may decide to leave the ritual. If the ritual is interrupted because fewer than three officiants remain, the Possessed one will die instantly, whereas all the officiants lose 1d6 Soul Points and an additional 1d6 for every couplet successfully recited so far.
- The players agree upon an order to recite, which must be followed throughout the ritual. In turn, players roll an **Intelligence (Religion)** check, DC 10 + 1 for every previous attempt (be it success or failure).

(optional rule: if you want to add further difficulty and suspense to the game table, you can employ a rule by which the dice must be rolled on the Hex Glyph on the Possessed one's sheet; if the dice rolls out of it, the attempt fails automatically)

- **Success:** The player/character may recite the following couplet (two verses). Once the fourth couplet is closed, the ritual succeeds.
- **Failure:** The Possessed character gains an Exhaustion Level, the officiant loses 1d4 Soul Points for each preceding couplet minus their **Charisma modifier**. The following character restarts from the failed couplet, not yet correctly recited (DC is increased by 1).
- Once every couplet has been recited correctly and in an orderly fashion, meaning the party got four successful rolls, the ritual ends, and the Possessed character is relieved from their wretched state, regains 1 Soul Point and will be able to recover the Exhaustion Levels and Soul Point loss in the usual ways.
- If one of the officiants reaches 0 Soul Points by failing in reciting their couplet, the ritual fails, and said officiant is in turn Possessed (such Possession often manifests dramatically, violently, and suddenly: the new Possessed one may try to kill the other Possessed one, or turn against their companions, or give in destructively to their fear and anger or other negative impulse).
NB: In such a disastrous circumstance, even a successful interpretation should not be awarded by the NM, whom could even suggest a different course of action to the player or temporarily take control of the character.

Here, the ritualistic formula:

*"Come unto us, o moon light,
may thy splendour guide our rite.*

*Spawn of void, accursed Fiend,
to leave this body, our prayer bids.*

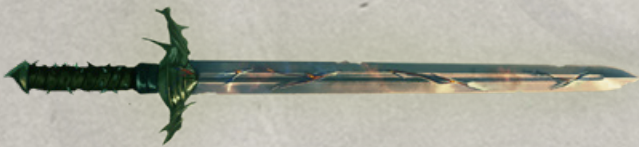
*Light be still, stand the will,
may life win whatever ill.*

*Thus, we exile thee through the door
of a dark mirror forevermore."*

GRIM WEAPONS

Bows, pitchforks, staves, daggers, or axes: whatever means characters use to tackle the creatures of the night, they will inevitably suffer corruption.

Weapons will slowly soak with darkness, until they are tools bound to the Ènferun, imbued in a necrotic aura, and veiled by a dark halo. Those who wield a Grim Weapon assert that it almost has a will of its own, craving vileness and exuding animosity towards its wielder.



TURNING GRIM: THE CORRUPTION OF WOOD AND STEEL

The weapon delivering the fatal blow to a creature from Ènferun, or one connected to it, absorbs the vile essence of that realm.

Whenever a weapon deals the killing blow to an *Aberration*, a *Fiend* or an *Undead*, it gains 1 Grim Point.

Each weapon withstands a different amount of Grim Points, namely the Grim Threshold, before turning into a Grim Weapon. This amount is smaller in common and simple weapons, and it increases in rare and powerful weapons.

The various weapons Grim Threshold chart:

Weapon	Grim Threshold
Club, Sickle; Dart, Sling	3
Greatclub, Javelin, Light Hammer, Mace; Blowgun	4
Handaxe, Quarterstaff, Spear, Trident, Whip; Crossbow (hand), Crossbow (light), Shortbow	5
Flail, Morning Star, Scimitar, Short Sword, War Pick	7
Battleaxe, Longsword, Rapier, Warhammer; Crossbow (heavy)	10
Glaive, Greataxe, Greatsword, Halberd, Lance, Maul, Pike; Longbow	13

NEW FEATURE: GRIM WEAPON

The Grim Weapon Feature does not replace a weapon's former features, but rather overlaps them (for example: a Grim Flaming Flail is still covered in flames).

The wielder of a Grim Weapon has Advantage on Attack Rolls against *Aberrations*, *Fiends* or *Undead*. It is also to be considered magical as far as Resistances and Immunities to damage go.

The wielder of a Grim Weapon is obsessed with it and will never willingly give it up: it symbolizes the many battles fought against horrid and deadly creatures; it is both a point of pride and a charm to soothe the terror felt during said battles. The character has Advantage on Intimidation checks whenever they touch their Grim Weapon: just laying the hand on the hilt permeates them with a dreadful aura.

SPIRITUAL FESTERING

A Grim Weapon grants its wielder with added effectiveness in fighting monsters spawning from the dark, and imposing their will on mortals through its ominous feel.

Even so, it takes a terrible toll on the soul:

- Carrying a Grim Weapon decreases the wielder's Maximum Soul Points by an amount equal to the weapon's Grim Threshold. Therefore, only the foolish gather more than one or two Grim Weapons if they have not the required spiritual fortitude.

AFFLICTIONS

Roll (1d10)	Soul Affliction	Effect (duration 1d10 minutes)
1	Soul Chains	The character feels as if cold and malevolent chains grow out of their weapon, wrapping their soul and leaving them helpless. While their body is feverish and trembling, the character becomes paralyzed until they take damage.
2	Shattered Self	The weapon shatters the character's soul with a mighty, metaphorical blow to the very core of their being. The hair on the back of their neck stand up, and the character is incapacitated, obsessively going from laughing to crying to babbling.
3	Dread Visage	A reflection of their very soul shows the character a glimpse of Ènferun. Their eyes are filled with blackness, seeing nothing but a dreadful delusion which leaves them frightened and fleeing from battle at every turn.
4	Tongue of Blight	Darkness seeps into the character's mouth, making their tongue black, sharp and putrescent, and any of their words unintelligible to anyone apart from Possessed Ones and Incubi.
5	Dark Rage	Primeval darkness feeds on the character's anger and embitterment, leaving them incapable of telling friends from foes. Their skin glows with red and is ridden with swelling veins. Every turn, the character automatically attacks the nearest creature.
6	Grievous Delusion	The character faces lifelike, occult delusions coming straight from Ènferun wherever they turn. Ink black tears flow down their face. They have Disadvantage on any Ability check.
7	Pathetic Enslavement	The weapon severs the character from their sense of self and their decisiveness. Their posture is that of defeat and their head bowed, the character subdues to any order given to them , apart from the indisputably self-destructive ones.
8	Unquenchable Gluttony	The weapon fills the character with inadequacy and existential dread quenchable only through foul gluttony. Everything becomes nourishment: after exhausting their rations and anything edible, they will not relinquish consuming rotting remains, dirt, rubbish or any other sustenance within reach. Their mouth expands unnaturally, their jaw is dislocated like a snake's.
9	Abyssal Gazing	The imbuing vileness of the weapon shows the character a vision as sublime as it is horrifying. It entralls the character's gaze, which starts turning all white, blinding and dazing them.
10	Abyssal Downfall	Darkness lures the character to the edge of a precipice, before dragging them down into oblivion. Sinews crumble and the character falls unconscious, like a puppet whose strings were cut.

- Any failed attack roll with the weapon entails the loss of 1 Soul Point: the darkness within the weapon thrives on failure and frustration while enticing its wielder with more power.
- A natural 1 on an Attack Roll is particularly malicious: the character makes a Wisdom Saving Throw, DC 15, to avoid one random Soul Affliction, described below.

CLEANSING A WEAPON FROM CORRUPTION

A weapon that has not yet reached its Grim Threshold but acquired some Grim Points can be cleansed with a Vial of Holy Water: the water evaporates at first contact in a black fume vaguely smelling of mint and lemon; the weapon loses half of its Grim Points minimum of 1(rounded up).

A fully corrupted Grim Weapon, instead, can only be cleansed with a vial of *Lunar Elixir*, also known as *Moonwater*: drenched in it, a Grim Weapon turns back into a normal weapon and without Grim Points.

As an alternative, Lunar Elixir can be used while forging the weapon to double its Grim Threshold (for example: a battleaxe cooled down in Moonwater has a Grim Threshold of 20 instead of 10). Weapons quenched in Moonwater usually cost 1000 gp more than ordinary.

Lunar Elixir: This transparent fluid is created by mixing water, platinum dust (costs 250 gp) and a drop of blood (the equivalent of 1 Hit Point and 1 Soul Point) from a strong-spirited person (at least 60 Soul Points at the moment of creation). The necessary ritual takes an Intelligence (Religion) check, DC 15, 4 hours for completion, performed outdoors, and the casting of a Bless spell, 3rd level or greater. A roll that fails by 5 or more means the ritual failed but the components were still spent.

THE MOON

The Moon's radiance and its position in the sky affect many aspects in the life of Iürmen's inhabitants.

Such influence can be ascribed to four major **Lunar Phases**:

- Full Moon
- Ascending Moon
- New Moon
- Descending Moon

In turn, Lunar Phases are split in **Lunar Moments**:

- Full Moon
- Ascending Moon: Waxing Gibbous, First Quarter, Waxing Crescent
- New Moon
- Descending Moon: Waning Crescent, Last Quarter, Waning Gibbous

The effects provided by these Phases or Moments are described below:

MONSTERS

During some Lunar Phases, monsters would roughly be more dangerous, resistant, and noxious if they are connected to the current Lunar Phase. Conversely, some monsters might be weaker during specific lunar phases. Only a thorough pre-emptive inspection or profound knowledge of the creature and its habits can give clues to that end.



BIRTHMOON

Players have the right to choose the Lunar Moment during which their characters were born, which will have some implications:

- In a game session set when the Birthmoon of a character is up, that character will benefit from a specific positive effect (purely interpretative):

Lunar Phase	Lunar Phase Effect
Full Moon (wealth, fertility, certainty, knowledge)	"I have confidence in my skills and resources. My resolution never wavers."
Ascending Moon (novelty, beginning, advancement)	"What I long for is getting nearer with each passing day. I am strengthening."
New Moon (rest, inactivity, destruction preceding rebirth)	"I feel upheaval inside me and the ability to turn any failure into an achievement."
Descending Moon (estrangement, purification, waning)	"I do not let worries and regrets weigh me down. Everything passes me by:"

LUNAR DIVINATION

Using Lunar Divination takes an hour. The officiant and the witnesses must be in utter silence (or softly moaning tunes) and meditation. The officiant must be able to cast 2nd level spells and must spend a 2nd level spell slot or higher to begin the Lunar Divination ceremony.

The witnesses must stand within 10 feet of the officiant for the entire duration of the ceremony to benefit from the divination effects. The officiant always benefits by their own Lunar Divination.

Any creature attending a Lunar Divination (either as an officiant or a witness) cannot be part in any role of any Lunar Divination performed in the following 24 hours.

It can be performed only outdoors or if the Moon's position can be seen through windows or the likes (it must be nighttime, even during New Moon).

To perform the divination, roll a Lunar Die (or a simple d8):

1. **Full Moon**
2. **Waxing Gibbous - Warm**
3. **First Quarter**
4. **Waxing Crescent - Humid**
5. **New Moon - Black**
6. **Waning Crescent - Cold**
7. **Last Quarter**
8. **Waning Gibbous - Arid**

By means of Lunar Divination, a character obtains four different outcomes: Lunar Blessing, Lunar Influence, Lunar Hex, no effect. These outcomes last until the next Long Rest.

NB: If the roll result is the same as the current Lunar Moment and the Birthmoon of one or more characters, said characters benefit from both Lunar Blessing and Lunar Influence.

Lunar Blessing: The player rolls the same Lunar Moment as what is currently in the sky; they choose among the following effects:

- cleansing a nearby creature from Possession, restoring 1 Soul Point unto them
- restoring a Grim Weapon to 0 Grim Points, thus undoing the Grim Weapon feature with all its perks and flaws
- restores an equally divided amount of Soul Points, adding up to the Diviner's maximum, to all participants

Lunar Influence: the player rolls the same Lunar Phase as the Birthmoon of someone attending the ritual: all characters benefit of a 24-hour effect.

NB: New Moon and Full Moon give out a single, more powerful outcome, whereas Ascending Moon and Descending have three different possibilities.

- **Waxing Crescent:** The character gains 1d6 Temporary Hit Points and Temporary Soul Points
- **First Quarter:** The character is to be considered Proficient in all Initiative checks
- **Waxing Gibbous:** The character gains a +1 bonus to all Ability checks

- **Full Moon:** The character has Advantage on all Saving Throws as long as they have full Hit Points; they have Advantage on all Ability checks as long as they have full Soul Points
- **Waning Gibbous:** The character's adjacent allies can use Taste of Darkness (see above) spending only 1 Soul Point
- **Last Quarter:** The character can cleanse all Grim Points from a weapon not yet turned into a Grim Weapon; if they do, the character regains twice as many Hit Points or Soul Points (choose one) as the cleansed Grim Points
- **Waning Crescent:** The character's speed increases by 10 feet and any Opportunity Attack made against them has Disadvantage
- **New Moon:** The character may add their Proficiency bonus to any damage roll against a creature who has caused them a Soul Point Loss before (once per turn)

Lunar Hex: The player rolls New Moon - Black, but it is not the current phase; characters attending the ritual (apart from those whose Birthmoon was in a New Moon - Black phase) and the Diviner gain an Exhaustion Level.

No effect: If none of the above listed outcomes occur, nothing happens.

CYCLICAL SEQUENCE OF LUNAR PHASES

Imagine the Lunar Phases in a circular sequence going from Full Moon to New Moon and from New Moon to Full Moon. The numbering suggested by our Lunar Dice (d8) is due to design needs and has to be used according to the right correspondence to numbers. These numbers, however, do not reflect an actual temporal coherence to the Phases.

Night Masters should first of all assess how the Moon is Full at the beginning of the session, or campaign, and how it gradually darkens (Descending Phase) to become New Moon, and conversely shifts back to Full Moon (Ascending Phase) in an ongoing cycle.

So, when a *Night Master* arranges their Lunar Calendar, they can resort to the following cycle:

New - Ascending - Full - Descending

CHAPTER SEVEN NEW ITEMS

*“Buried in time and darkness lies the bequest of ages past.
Items that tell stories, stories of power and damnation.”*

- old Ejre saying -

This chapter will explore new items fit for adventures in the lands of Iürmen.

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NEW ARMORS

Different kinds of weaponry and armor can be found across the lands of Iürmen, either sold in outposts or retrieved from forgotten places. Some kinds of armor are highly prized by night wanderers for their remarkable craftsmanship, passed down by smiths of different ethnicities.

Here is a list of armors:

Armor name	Price	Armor class	Strength	Furtività	Peso
<i>Light armors</i>					
Ejre tribal garment	8 GP	11 + Dex modifier	-	-	8 lbs.
Lunar Cult attire	12 GP	12 + Wis modifier	-	-	12 lbs.
<i>Medium armors</i>					
Quilted gambeson	8 GP	12 + Dex modifier	-	-	18 lbs.
Anireth hide armor	12 GP	12 + Dex modifier (max 3)	-	-	12 lbs.
Engraved armor of the World Below	90 GP	13 + Dex modifier (max 3)	-	-	28 lbs.
Garnar half armor	500 GP	14 + Dex modifier (max 3)	Str 13	-	40 lbs.
Ervenrun scale mail	800 GP	15 + Dex modifier (max 3)	-	Disadvantage	45 lbs.
<i>Heavy armors</i>					
Beronzin splint mail	700 GP	17 + Dex modifier (Max 1)	Str 14	Disadvantage	58 lbs.
Anireth ancient armor	1900 GP	20	Str 16	Disadvantage	75 lbs.

EJRE TRIBAL GARMENT

Ejre typically weave their clothing with lightweight fabrics, furs, and other elements of animal origin.



LUNAR CULT ATTIRE

These vests are traditionally worn by those joining the ranks of the new church of the Lunar Cult. Often gray, white or blue coloured, they always display silver embroidery picturing the moon and are bolstered for protection. When your Birthmoon shines in the sky, they radiate a faint gleam and a comforting warmth.



QUILTED GAMBESON

A battledress often used by those favouring swiftness and flexibility.

ANIRETH HIDE ARMOR

The Anireth kept their skill in weaponry and most of them can still manufacture beautiful armors made in light coloured hide.



ENGRAVED ARMOR OF THE WORLD BELOW

This kind of armor is made of leather, hide and metal, which makes it sturdy yet flexible. It is always engraved in the Stone Tongue, as a reminder of the manufacturing traditions of the World Below.



GARNAR HALF ARMOR

Battle armor favoured by the Alperns, who have been passing down its workmanship for generations. They are often forged in a shape that recalls the beast-like appearance of the wearer, or the smith's.



ERVENRUN SCALE MAIL

A strong yet cumbersome armor, forged in an alloy of minerals coming from the Elder Peaks. It looks like dark, smoky steel.

BERONZIN SPLINT MAIL

Often worn by Moon Satyrs, who keep their tradition connected to the World Below and adorn their armors with inset fragments of stone.

ANIRETH ANCIENT ARMOR

Wonderful armors dating back to the First Age, when the armies of the First Men were feared across all of the Known Lands and Anireth soldiers brandished formidable weapons. The technique to forge such armors, alas, is long forgotten.





ADVENTURING GEAR

Bags and backpacks specifically stocked for some kinds of characters.

ABJURER'S PACK

A bag containing: two scrolls, an inkpot, a candle, a holy symbol, a breviary, an olive oil flask, an iron knife, a vial filled with holy water and one filled with wine.

WANDERING LYVAR'S PACK

Either a backpack or basket containing tools or shining trinkets of different value. For instance: three scrolls, flint, and flintlock, 20 gp of dishware (five or six items), a woodwork toy, five stones, three branches, a jug of wine and rations for two days.

WITCH'S PACK

Peculiar handbags made from animal spoils, containing: small bones, two iron needles, one portulaca root, salt, a small animal skull (snake, bat, crow, etc...), one candle, blank sheets of parchment, an inkpot and a charm.

MAGIC ITEMS

Many night adventurers come across odd items of arcane power during their travels across the wastelands of Iürmen. Some of these are not that uncommon, while others' fame and power drive wayfarers to their pursuit.

ACIRENZIA'S SCEPTRE

Wondrous item, legendary, unique item (requires attunement with a vampire)



This black sceptre is crowned with an opal held by talons, resembling a monstrous arm. When a red moon appears and its light touches this instrument, the opal vibrates and emanates a faint noise.

This item is enshrined by Acirenzia and embodies her supremacy on the vampiric spawn of Iürmen.

Those attuning with the sceptre automatically gain three additional gifts from Acirenzia, and such attunement lasts until the death of the owner. If a creature other than the owner tries to attune with the sceptre while the owner is still alive, the latter will instantly know, and may choose to teleport to the sceptre, appearing from nowhere with a hand holding the sceptre. If the owner chooses not to teleport to claim it, the sceptre expresses its outrage by breaking the attunement, which leads the owner to a sudden death.

This tool can also be used as a weapon, acting as a Grim Mace +3. Its corruption cannot ever be cleansed.

ARCHIMLEATHER

Armor (leather, studded leather, hide, Anireth hide), uncommon (requires attunement)

While wearing this armor, you are immune to push attacks: when a creature, or a spell, tries to push you in a direction, it, or the spell's caster, will instead be pushed in the opposite.

ARESYA AMETHYST

Wondrous item, rare (requires attunement)

An unrefined gem renowned in Iürmen's folklore.

These rough fragments of amethyst, singularly light coloured, often possess arcane properties, which can only be revealed by plunging the gem in wine (in a glass, a jug, etc...).

Once this is done, you can: detect any *Abominations*, *Fiends* or *Undead* in a 30 feet radius for 10 minutes; determine whether a place is desecrated or cursed; determine whether an item is arcane or accursed, by making it faintly radiate.

The sight given by the power of the Aresya amethyst cannot penetrate walls or obstructions thicker than 20 inches.

This item has 5 charges: it restores 1d4+1 of them once every new Lunar Phase, but, if you use its last charge, you have to roll 1d20; the item crumbles and is to be considered lost in case of a natural 1.

APOTROPAIC WEAPON

Melee weapon (any), common

Such weapons were forged with silver coins and hardened in saltwater.

They cannot ever become Grim Weapons nor gain Grim Points.

They are to be considered silvered weapons.

ATAVISTIC SPOILS

Wondrous item, very rare (requires attunement with a medium)

Mediums know these bones very well, as Atavistic Wraiths are said to always hold spoils of their bodies to bind them to the Earthly World. Sometimes mediums seek them to gain better control over spectral magic or even to create a stronger bond with the spirit that possesses them by seeking its own spoils.

While carrying these spoils, you have a +2 bonus to your Armor Class as a sign of the spirit's protection. In addition, when your Birthmoon shines in the sky, you automatically have Lunar Influence, with no need for divination.

BEASTBONE STAFF

Quarterstaff, rare (requires attunement with a druid, a master of tradition, a wizard, a monk, or a warlock)



This staff is made of animal spoils, skulls and feathers and is enchanted with the occult magic of the Old Covens.

This weapon can be considered as a magical quarterstaff. When you hit a target with it, you can use one of its charges to inflict 2d8 additional necrotic damage and recover the same amount of Soul Points.

The staff has 3 charges and restores 1d2+1 once every new Lunar Phase.

BERONZIN'S FLUTE

Musical instrument, rare (requires attunement by a bard)



A flute chiselled from a horn of a Beronzin, the extinct Satyrs.

If used as a spellcasting focus, the target of the spell has Disadvantage on the Saving Throw (activation requires a bonus action).

The item can be used again after a Long Rest.

BLACK PIT WEAPON

Weapon (any), rare (requires attunement)



These weapons are enchanted with black magic. The shadow coming from the Dark Mirror allows spellcasters and witches to bestow unearthly properties to these war instruments.

The Grim Threshold of these weapons is halved (rounded down), as they are such baleful items that all the evil of those they strike is absorbed. A Black Pit Short Sword, for example,

has a Grim Threshold of 3, instead of 7.

When you roll a natural 20 on an Attack roll with a Black Pit Weapon, you lose 1d6 Soul Points and add them to damage dealt to the target. This additional damage is to be considered necrotic and ignores any resistance.

Curse: once turned into a Grim Weapon, a Black Pit Weapon cannot be cleansed unless a *remove curse* spell, or anything comparable, is cast upon it.

BLOOD MOON CAPE

Wondrous item, uncommon

This cape made from the skins, furs and bones of animals tied up with leather twines can bring its wearer to a state of mindless savagery.

As long as you wear it, when you hit a target in melee combat, you can choose to spend one Hit Dice as a bonus action to deal the same amount, plus your Constitution modifier, as additional damage.

BORDA'S NOOSE

Weapon (flail), legendary, unique (requires attunement with an evil aligned character)

This unnatural noose belonged to the legendary witch Borda. It appears worn out and smells like all the victims strangled with it. The skull of a child is at its end and can be used to pummel enemies.

This particular, occult flail is a +3 magical weapon and deals 2d8 additional necrotic damage.

When you roll a natural 20 on an Attack roll dealt with it, you deal additional bludgeoning damage equal to twice your Constitution modifier.

Curse: Borda's Noose is a Grim Weapon that automatically reduces your Soul Point maximum by 7. This Soul Point loss cannot be cleansed in any way while attuned to this weapon. Attunement cannot be ended unless a *remove curse* spell or anything comparable is cast upon it.

CERAMIC POME

Wondrous item, common

Handmade instruments impregnated with apotropaic symbolism. If put on the ground during a cleansing ritual, the pome would absorb the negative energy unleashed if one the officiant fails to recite a couplet: the officiant can therefore reroll as if no failure occurred, but the pome is irreparably broken and unusable.

CHALICE OF SOULS

Wondrous item, rare (requires attunement)

These odd chalices, imbued with arcane energy, can absorb dark energy in place of their bearer.

As long as you are attuned with the item, your soul is protected: any circumstance that would cause you to lose Soul Points will decrease the Chalice's instead, if you choose so. The chalice possesses 20 Soul Points: when completely depleted, you gain one level of Exhaustion. It will not recharge until the next new Lunar Phase (when it gains 20 Soul Points back).

CROWN OF MA'HAL THE THIRD

Armor (helmet), legendary, unique item (requires attunement)

This crown is the stuff of legend to the people of the Ishdrim, for its beauty and grandiosity are its most renowned traits. A meaningless clump of gold and rubies, this item was lost to the sands of Sarneum, probably hidden in the ruins of the ancient capital. Yet, some would dare the Sea of Wraiths to find it.

As a headgear, it grants a +3 bonus to Armor Class, and the following benefits:

- as long as you are attuned with it, you can use a standard action to cast the 2nd level spell *Moonsong of Renewal*; after casting it, roll a 1d6: if the result is 6, the spell can be cast again, if not, it can be cast only after a Long Rest.
- since the crown has a connection with fire, you can withstand temperatures down to -50 °F, -100 °F if combined with other warm clothing.

- you can cast spells that deal fire damage without losing Soul Points
- as long as you are attuned with it, you cannot be blinded



ENCHANTED LANTERNS

Wondrous item, uncommon

These lanterns, skillfully embellished, are imbued with radiant magic, so as to be a source of permanent light in the dark lands of Iürmen. A standard action must be used to recite the words for its activation, then an arcane light appears.

The light cast by the item is bright for 20 feet and dim for 40 feet. You can choose the colour of the light and turning it off requires another standard action.

When activated, you may choose to have this lantern radiate a soft warmth in a 10 feet radius, preserving those in it from the harmful effects of cold climates. This feature has 1 charge, which is restored at the beginning of a new Lunar Phase.

CURSED NEEDLE

Wondrous item, very rare (requires attunement)

Singularly long needles that eerily whisper of the evil they host.

As a standard action, you can use one of its charges to sting a target living humanoid creature and inflict a *Soul affliction* upon it. Rolling a 1d10 will determine what *affliction* will strike the target, as described in the Grim Weapon section.

This item has 5 charges: it restores 1d4+1 of them once every new Lunar Phase, but, if you use its last charge, you have to roll 1d20 and suffer from a *Soul affliction* in case of a natural 1.

Curse: attunement with such an item comes with a curse. Every time the needle is used to inflict an *affliction*, you must make a successful Wisdom Saving Throw (DC 15) or suffer the same *affliction*. The curse is removable with a *remove curse* spell or anything comparable.

ENCHANTED SALT CRYSTALS

Wondrous item, common

A leathery sack containing salt crystals, enchanted by wise priests of the Old Tradition.

As a standard action, you can throw a handful of this enchanted salt against any *Undead* in a 20 feet radius. The target must make a successful Saving Throw or be paralyzed for 1 minute. At the end of each of its turns, the target can make another Wisdom Saving Throw (DC 15). If successful, the target is no longer paralyzed.

The sack holds 5 charges, after which it will be empty and unusable.

ERVEN'S HAMMER

Weapon (maul), very rare, unique item (requires attunement)

This powerful hammer was king Erven the Mighty's favourite weapon, who even now keeps it in his undeath.

While wielding it, you have a +2 Attack and Damage bonus.

Erven's Hammer deals 1d6 necrotic damage and ignores any resistance or immunity to necrotic damage. In case of a natural 20, you gain 12 Temporary Soul Points.



ISTALOTH, LOST TOKEN OF NATURE

Wondrous item, uncommon

A blossom of Uzedhis, a flower thought extinct after the cataclysm, wrapped in resin, and twined with a silver chain.

While wearing it, you are immune to disease.

JARIAT'S TOOTH

Melee weapon (bludgeoning), rare (requires attunement)

Some hammers, clubs, or maces are made with bones and teeth taken from the spoils of giants. Especially amongst the Alperns and the Primals, they are considered mighty weapons holding the ancient power of the extinct giants.

When Jariat's Tooth successfully hits Medium sized creatures or smaller, they must make a successful Strength Saving Throw (DC 15) or fall to the ground prone. Furthermore, a natural 20 on an Attack roll against those same creatures inflicts additional 1d6 bludgeoning damage.

LAGORAN'S LOST PAGES

Scroll, legendary



These accursed pages are scattered across all of Iürmen. These relics belong to the first writings of Archmaester Lagoran, at the end of the First Age, and contain the Truths whispered to him by the Echoes of Death. He still seeks them to put his dark tome back together, and the pages long to be reunited with their author.

They are extremely rare items and unearthing them can bestow dark benefits to their owners, along with hints of madness. It is undeniable that these sheets have a will of their own.

The Lost Pages, soaked in negativity, were torn apart from Lagoran's ancient tome and only 10 of them remain. Every page possesses enough power to destroy the mind and soul of their bearer and, differently from other scrolls, they are indestructible and never exhaust their magic.

Any creature trying to keep one of the sheets without attunement suffers 6d10 psychic damage.

When you find one of these items, the NM rolls 1d10 to determine which page it is (these pages are unique items and cannot ever be found in the same place).

1d10 result	Lost Page number
1	16
2	24
3	30
4	61
5	70
6	99
7	105
8	149
9	182
10	220

16 - Command: As a bonus action, by impressing the name of a spirit (any incorporeal *Undead*) on this page, you can control its every action as if it were under a permanent *dire charm* spell as long as you have hold of the page; you lose an amount of Soul Points equal to the Challenge rating of the controlled spirit, for the page drains your sanity to harness the power needed to control the spirit.

24 - Body: You gain resistance to any physical slashing or piercing damage dealt in melee combat.

30 - Wrath: Anytime you are hit by a physical melee attack, the attacker suffers necrotic damage equal to twice its Constitution modifier. This damage is to be considered magical.

61 - Spirit: You have Advantage on all Saving Throws against spells. When you successfully save against an enemy spell you take no damage and suffer no ill effects.

70 - Head start: You can reroll Initiative checks until you roll 12 or higher.

99 - Night: You bind the power of the moon and are benefited by Lunar Influence permanently, with or without any divination.

105 - Interdiction: When you reach 0 Soul Points, you can make a Saving Throw vs. Death: if you succeed, you avoid possession and regain as many Soul Points as twice your Intelligence modifier; this feature can be used once, then you regain its use when you complete a short or long rest.

149 - Language: Allows you to comprehend, speak and write in any language; you can even listen to the Echoes' Whisper and understand it without sustaining Saving Throws against its strain, but still cannot speak it.

182 - Truth: You can see things as they really are; by activating this feature with an action, you automatically gain True Sight and can see magically concealed doors and items and even scry into *Ēnferun* in a 120 feet range.

220 - Death: You can cast *power word: kill* without being a spellcaster, knowing the spell or using any spell slot; you lose the same Soul Point you would lose if you normally cast the spell; this feature can be used once, then you regain its use when you complete a short or long rest.

Carrying one of these pages is extremely enervating: your soul point maximum is reduced by 15 for every page you carry (similarly to Grim Weapons).

In addition, you become a target for the followers of the Unholy Sacrament: from time to time, the NM might decide to make a group of the cultists assault you to steal the page and take it to Lagoran.

MAPERAPSI'S SKULL

Wondrous item, very rare (requires attunement with a spellcaster)



The Primal sorceress Maperapsi, deceased after a botched cleansing ritual in the 64th year of the Lunar Age, designed her own technique for skull enchanting, and it is still passed down over generations. This skull can belong to a humanoid or an animal and must be small enough to be held in one hand. They are easily identifiable by the incisions in First Tongue and the silver coins embedded in their eye sockets. They can be used as an arcane focus by a spellcaster.

These magical items have 4 charges, and you can use one as a bonus action to cast any 1st level spell or higher without losing Soul Points.

The item restores 1d4 charges once every new Lunar Phase but, if you use its last charge, you have to roll 1d20: in case of a natural 1, the item crumbles and has to be considered lost.

MOON ARMAMENT

Highly prized for the abilities they are gifted with by Lunar Priestesses.

Any item that has the “Moon” prefix has the following properties:

- Their special features are effective only as long as the character wearing them is directly exposed to moonlight
- They are designed to work synergically with one another
- They radiate a faint light when directly exposed to moonlight.

Moon gloves

Armor, very rare

Made with excellent quality hide, while wearing these gloves, you have Advantage on Sleight of Hand checks.

If worn together with other Moon armaments, you can reroll any roll of 1 or 2 on Attack rolls.

Moon helm

Armor, very rare

These headgears reflect moonlight and increase your Armor Class by 1, by 2 if worn together with other Moon armaments.

Moon boots

Armor, very rare

While wearing these boots, your speed increases by 5 feet, by 10 feet if worn together with other Moon armaments.

MOONDUST KEY

Wondrous item, uncommon (requires attunement)

Magical item enchanted by Lyvar wandering craftsmen, who enshrine the secret of its creation, for it is ancient Night Fey tradition.

This magical key can open any lock, whether magical or not, and then vanish without a trace in a puff of shining dust.

MOONKEEPER WEAPON

Weapon (mace), rare (requires attunement with a Lunar cultist)

Favoured by Lunar Cultists, these maces are engraved with the depiction of Lunar Phases and seem to radiate warmth when moonlit.

They cannot ever become Grim Weapons nor gain Grim Points.

They deal additional 1d6 radiant damage to *Undead*, *Abominations* or *Fiends*.



NEW ITEMS

MUMMIFIED RING

Wondrous item, rare



Necromancers are known to tuck rings into the rotting flesh of mummies and cadavers, recurring to vile sorcery to enchant such items.

These rings grant you immunity to necrotic damage, disease, and poison, and resistance to cold damage. On the downside, you cannot restore lost Hit Points, or gain Temporary ones.

Curse: when you wear the ring, it fuses with your finger, causing necrosis and eating it to the bone. You are not aware of said condition before you wear or identify it. The ring can only be removed by a *remove curse* spell or anything comparable.

OVERSEAS WEAPON

Weapon (any sword or dagger), uncommon (requires attunement)

These items are magically endowed with a fragment of ancient sun magic.

When you roll a natural 20 on an Attack roll with an Overseas Weapon, you deal radiant or fire damage (as you choose) instead of the normal damage type of the weapon. Furthermore, their blade casts bright light for 10 feet and dim light for 20 feet.

PERMAFROST WEAPON

Slashing weapon (any), very rare (requires attunement)

These are magic weapons coming from the Lands of Alper, where a very singular material, endowed with arcane properties, is mined from the perennial glaciers, and forged into formidable blades by Garnars. They look like shards of translucent ice and they radiate an almost tangible chill, which makes them almost impossible to touch. Some claim that they harness the northern dragons' breath, and they were used by Giants in bygone ages.

They deal additional 1d4 cold damage and ignore any resistance to slashing damage.

When a natural 20 is rolled on an Attack roll, the weapon casts a freezing wind in a 20 feet cone, dealing 4d6, instead of 1d4, additional damage in a 20 feet range. A successful DC 15 Constitution Saving Throw halves the cone of cold damage.

If you are not attuned with this weapon, you suffer 1d8 cold damage every time you make an attack with it.



PORTULACA LEAF TEA

Potion, uncommon

Drinking this tea restores 1d4 Soul Points. A vial of this brew can be used up to 3 times, after which it will be empty and unusable.

PORTULACA ROOT

Usable item, uncommon

You can burn this apotropaic root while performing a Lunar Divination: Lunar Hex, so as to cancel the subsequent Exhaustion level.

After burning it, the root turns into ashes and is unusable.

SAINTLY MIRROR ARMOR

Armor (medium, heavy), rare (requires attunement)

While wearing this armor, you have resistance to necrotic damage; if you are hit by an attack that deals necrotic damage, the attacker takes half of the inflicted necrotic damage in form of radiant damage.

SANDSTONE HEADS

Wondrous item, uncommon (requires attunement)

Hand-sized items, usually stashed in bags and backpacks or even hung to belts, made with sandstone, and shaped like humanoids or animal heads, they bestow good luck upon their owner.

As a bonus action, you can activate it and have Advantage on Saving Throws and Ability checks. Once you make a Saving Throw or Ability check with Advantage thanks to this feature, you cannot do so again until you activate the item and spend another charge.

This item has 3 charges and restores 1d2+1 once every new Lunar Phase. If you use its last charge, you roll 1d20: in case of a natural 1, the item crumbles and has to be considered lost.

SCRIXOXIU

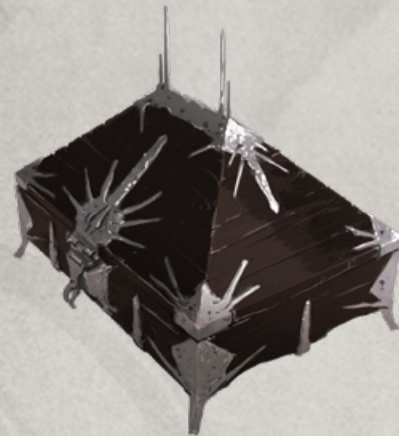
Wondrous item, rare (requires attunement with a descendant of its former owner)

Scrixoxius are small cases passed down by families as belongings of fallen ancestors.

They are said to be phylacteries for the spirit of the dead in many cultures, and they are shaped accordingly, making some rougher and some others lavish.

To open them, you have to be attuned with them and that happens only if you share bloodlines with its former owner. Sometimes, these items come to rightful heirs in fortuitous ways, as if guided by their own will.

These items have 4 charges: you can use each one of them to regain one Hit Dice of Hit Points when you reach 0, at the cost of an equal amount of Soul Points. 1d4 charges are restored once every new Lunar Phase.



SOLAR ASHES

Wondrous item, very rare (requires attunement)

Rare dust rained from the sky during the Last Sun at the beginning of the Lunar Age. These ashes are the last spoils of the sun and, thus, of the Prime Hollon.

If sprinkled over the head of a Possessed one, they are automatically cleansed of any possession and recover 1d8+3 Soul Points.

This item has 3 arcane charges and restores 1d2+1 once every new Lunar Phase, but, if you use its last charge, you roll 1d20; the item crumbles and is to be considered lost in case of a natural 1.

SOUL CLOAK

Wondrous item, uncommon (requires attunement)

A cloak blessed by arcanists of the Old Tradition to protect its wearer from the coming of darkness.

If you reach 0 Soul Points while wearing this cloak, the cloak will restore 1d4 Soul Points as a reaction.

This feature can be used once, then you regain its use when you complete a short or long rest.

TEARS OF MIRITHLEN

Wondrous item, uncommon (requires attunement by a Lunar Cult devotee)

Pendants adorned with a luminescent blue stone (named Tear of Mirithlen).

While performing a possession cleansing ritual, it gives you the chance to reroll the attempt to recite the couplets. Only the rerolled result will count.

TOME OF SUPREMACY

Wondrous item, legendary, unique item (requires attunement with a follower of the Old Tradition)

A magical tome dating back to the Second Age: a compendium of vile creatures and lore about the Old Tradition. It is the greatest possible tool to learn about foes and threats in Iürmen.

Highly prized by Masters of Tradition, it is said to be hidden in the catacombs beneath Ervenrun, kept in the crypt of departed King Erven himself (forefather of the Gray Folk).

The pages of this tome appear to be blank and worn out. Only a true *sight spell* or direct exposure to the light of a Full Moon can reveal its inscriptions, since they are written in Full Moon lunar runes, knowable only by identifying the tome.

If you are attuned with the item and obtain access to its writings, you will gain the following benefits:

- +3 bonus to Initiative checks.
- Performing a standard action, the tome will reveal deeds, legendary deeds, weaknesses, and resistances of

a target; also, the target has Disadvantage on any attack against you; this feature can be used on just one target at a time.

- As a bonus action, you can cast *detect good or evil* even if you do not know the spell and without using any spell slot; this feature can be used once, then you regain its use when you complete a short or long rest.
- You can pick a creature type (*Beast, Humanoid, Dragons, etc...*): for an hour, and only once per turn, you can add your Intelligence modifier to a single damage roll against a creature of the type that you picked; this feature can be used once, then you regain its use when you complete a short or long rest.



TOME OF THE FIFTH

Wondrous item, legendary, unique item (requires attunement with a wizard, warlock, medium or a devotee to Necromantic Heresy)

Legendary necromantic grimoire, written by Heliodorus himself centuries ago, it is the lost holy scriptures for Necromantic Heretics.

The Tome of the Fifth is said to have a will of its own, revealing itself only to most devoted cultists of Heliodorus, or to those lured to the power of undeath. It is said to grant extreme necromantic powers to its owner in exchange for souls.

At the moment you are attuned with it, the tome has 3 charges that are cumulative with the forthcoming charges, if not used.

For every soul sacrificed during the current Lunar Phase, one of said charges is restored or added to the previous ones and it can be used at the change of Lunar Phase.

Performing a standard action, you can use a charge to

summon an Encaged One (see Nightfell Bestiary) to obey you and assist you in combat.

The summoned wraith acts autonomously from you, but it will follow your orders. During a battle, it rolls its own Initiative and performs its own actions, but it cannot move over 30 feet from you. The wraith summoning lasts an hour, if it is not killed before or if you banish him as a bonus action.

Curse: When you become attuned with this unique tome, you pledge a sacrifice pact which you cannot circumvent, and the curse is set. Leaving the tome would be of no use, either. The pact imposes the sacrifice of at least one humanoid's soul (either killed by you or someone else) per Lunar Phase.

If you do not comply, the tome will turn against you and summon hostile Encaged Ones equal to half the charges the item has at the moment (rounded up to a minimum of 2). The wraiths will only target you.

To lift the curse and end your attunement, you have to turn the tome against yourself and defeat the *Encaged Ones*, or alternatively a *remove curse* spell, or anything comparable, has to be cast on the tome by 17th level, or higher, spellcaster. Whatever the means, once the curse is lifted, the tome will disappear from your hands... possibly to reappear somewhere else to entice someone else.



TONGUE OF HISLITH

Wondrous item, rare, unique item (requires attunement)

A relic left by Hislith the Gray, queen of the Eastern Mark during the Second Age. In her life, she was renowned both as a warrior and as a rhetorician. After her death, her tongue remained unsullied, exemplifying its being her most effective weapon in conquering.

Its owner has Advantage on any Charisma based check or Saving Throw. It also allows its owner to cast *Moon Fortune* once per day without needing any spellcasting ability or using any spell slot.

In addition, the owner gains proficiency in *Performance* and *Persuasion skills*, if they had not before.



WAND OF THE SPIDER WORSHIPER

Wand, uncommon (requires attunement with a spellcaster)

These are special wands, derived from the limbs of great spiders from the World Below. Their magic is said to come from the energies of the Dark Mirror.

The wand has 3 charges with which you can summon a *Shadow Spider*. It restores 1d2+1 charges once every new Lunar Phase, but, if you use its last charge, you roll 1d20; the item crumbles and is to be considered lost in case of a natural 1.

The summoned *Shadow Spider* acts autonomously from its summoner, but it will follow their orders. During a battle, it rolls its own Initiative and performs its own actions, but it cannot move over 30 feet from its owner. The spider summoning lasts an hour, if it is not killed before or if the summoner performs a bonus action to banish him.



SHADOW SPIDER

Medium beast, no alignment

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	4 (-3)	12 (+1)	4 (-3)

Armor class 13

Hit points 9

Speed 35 feet, climb 35 feet

Skills Stealth +7, Perception +3

Senses Passive perception 13, darkvision 60 feet, blindsight 10 feet

Languages -

Challenge ¼ (50 XP)

Spider climb: The spider can climb any surface, no matter how hard, including ceiling where it can move without any Ability check.

Web perception: As long as it touches the web, the spider knows the exact position of every other creature touching it.

Web movement: Ignores any limitation to movement caused by the web.

Dark Gift: During the New Moon Phase, its Challenge rating raises to ½ (100 XP), and gains the following benefits:

- Hit Points are doubled (18 total)
- **Multiattack:** it can perform a bite attack and a slam attack every turn.

ACTIONS

Bite: *Melee attack:* +3 Attack bonus, 5 feet range, one creature. Hit: 4 (1d6+1) piercing damage and the target must make a successful Constitution Saving Throw (DC 11) or suffer 7 (2d6) poison damage, while halving the damage if it succeeds. If that damage reduces the target to 0 hit points, the target is stable but is still poisoned for 1 hour, even if it regains Hit Points, and is paralyzed while poisoned.

Slam: *Melee attack:* +3 Attack bonus, 5 feet range, one creature. Hit: 3 (1d4+1) bludgeoning damage.

The *Shadow Spider* is a beast native to the underground, naturally gifted for ambushes to immobilize and feed on the prey. Many of these creatures infest abandoned ruins and dungeons of uninhabited palaces of old.

WAX GOLEM MANUAL

Wondrous item, very rare

This book contains the lore needed to create Wax Golems, although two 5th level spells slots are required to decipher its pages: any creature not possessing these requirements that tries to read it suffers 6d6 psychic damage.

20 days of uninterrupted 8-hours work, and the exclusive availability of the book are needed to create the Golem, other than the 40.000 gp of material components for the actual construction.

At the end of said process, the book is shrouded by flames and turns into ashes. The ashes must be strewn over the Golem to animate it. The Golem is totally under its creator's control, completely understanding and following their verbal commands.

WAX GOLEM

Medium construct, no alignment

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	19 (+4)	4 (-3)	12 (+1)	5 (-3)

Armor Class 10

Hit Points 87 (11d8+30)

Speed 20 feet

Immunity to psychic and poison damage; piercing, bludgeoning and slashing damage dealt by non-magical and non-adamantium weapons; charm, poisoned, weakened, paralyzed, petrified, or frightened conditions

Senses Passive perception 11, darkvision 60 feet

Languages understand its creator's language but cannot speak any

Challenge 5 (1800 XP)

Poison absorbing: Anytime a Wax Golem suffers poison damage, it ignores that damage, regaining an amount of Hit Points equal to that damage.

Aversion to Fire: If a Wax Golem suffers fire damage, it has Disadvantage on Attack rolls and Ability checks until the end of the next turn.

Immutable form: A Wax Golem ignores any spell of effect aimed to alter its form.

Dark gift: A Wax Golem has Advantage on Saving Throws against magical effects and spells.

Magical weapons: Any weapon wielded by the Wax Golem is to be considered magical.

ACTIONS

Multiattack: the Wax Golem can perform two slam attacks.

Slam: *Melee weapon attack:* +7 Attack bonus, range 10 feet, one creature. *Hit:* 14 (2d8+4) bludgeoning damage.

A **Wax Golem** is a malformed mass approximately 10 feet tall, vaguely similar to a disproportionate humanoid figure. It is made with large quantities of wax in which needles and some of its creator's personal objects, such as hair or pieces cloth, are stuck.

Their body is singularly susceptible to fire, which could melt it.

WHITE MOON DIADEM

Wondrous item, legendary (requires attunement)



This platinum diadem of lavish craftsmanship intensely shines with white light. It is said to be a legendary item, forged and enchanted by Anvernia herself and lost in time.

It has 5 charges that can be used with a standard action, but only by a spellcaster that has spell slots of the level of the spell they want to cast. When you activate its radiant power, you can cast a spell of any level from the School of the Moon without using a spell slot.

The item restores 1d2+1 charges once every new Lunar Phase.

UNUSUAL ITEMS FROM IÛRMEN

WITCH'S HANDBAG

Wondrous item, rare

This handbag holds the spirit of a recently killed small animal (crow, hawk, cat, owl, frog, etc...).

The spirit becomes the familiar of its liberator (the one and only), whether they are a spellcaster or not. Its type shifts to *Undead* and it can be summoned from the handbag in a 30 feet range or drawn back into it as a standard action.

When the spectral familiar reaches 0 Hit Points, it automatically goes back into the handbag and can be summoned only after a Short Rest.

The summoning of a spectral familiar dismisses any other present familiar, and no other familiar can be summoned when the spectral familiar is out of the handbag.

A spectral familiar acts autonomously from you, but it will follow your orders. During a battle, it rolls its own Initiative and performs its own actions, but it cannot attack.

You can share sight and hearing with it (your true self is Blinded and Deafened all the while) and telepathically communicate with it in a 100 feet range but cannot cast spells through it.

If you decide to free your spectral familiar from its bond, it disappears forever, and the handbag will become a common handbag.



d100 Unusual item

1. A poor-quality metal armband bearing a scrap ed incision that reads only "...ARO..."
2. A piece of dried skin, tattooed with an unknown tribal symbol
3. An embalmed mouse tail, hanging from an iron hook
4. A sheepskin bag containing a worm-eaten giant's tooth
5. A small sphere with a moving flame inside it: it is very cold to the touch
6. A hand-sized moon, made with tree resin
7. A mirror that reflects only inanimate objects
8. An fingerless linen glove that always smells like lavender
9. A rotten lemon with nails stuck in it
10. A splintered glass eye
11. An earring shaped like Beronzin's flute
12. A white raven feather that never falls to the ground
13. A hair from an unknown beast wrapped in a scroll
14. A candle cut in half
15. A lock of green hair
16. A broken Rizadrin horn
17. A piece of bread swarming with maggots that smells like it is fresh and never runs out
18. A tiny wing ripped from some extinct fairy: it does not seem to wither
19. An edible roll filled with someone's finger
20. A baby tooth
21. A moth-eaten piece of silk
22. A calumet with no holes
23. A smilodon fang
24. A crystal reflecting wrong colours
25. A coin with "FALSE" written on it
26. A water flask that cannot be drunk
27. A really ugly parrot chiselled in ebony
28. An iron marble that does not roll
29. A page from a diary with a note "these are not Lagoran's pages!"
30. An inkpot encrusted by time
31. A knife that carves only living flesh
32. A child's diary that talks about a wretched family
33. The heel of a stiletto
34. An Ishdrim warship scale model
35. A blood-spitting bellow
36. A hand-sized wagon wheel
37. A ring of entwined white hair

38. A little bell that does not sound
39. A little metallic carillon whose sound is heard only by dogs
40. A soup bowl riddles with holes
41. An iron ring with a raw incision: "A. A."
42. A hairless brush
43. A Night Fey shaped doll
44. A rusty lock
45. A can filled with sand from a faraway place
46. A letter to a lost love, bleached in tears
47. The map of an already unearthed treasure
48. Memories of a priestess, written in an unknown language
49. A small pot
50. An unbreakable chicken egg (looks like it is empty)
51. A spice box that smells good but cannot be opened
52. A ceramic mortar
53. The blade of a dagger
54. A vial filled with menstrual blood
55. A mostly unreadable recipe for sweets
56. An ice ring that does not melt
57. Black twine
58. A mug filled with pitch
59. A wooden block with a "U" carved in it
60. Some splintered First Tongue letters carved in wood and gaudily coloured
61. A sealed bottle filled with molten lead
62. A lead box containing a still pulsing rodent heart
63. A mummified snake head in a cloth stained with blood
64. A golden necklace that turns black if touched and turns back golden if left alone
65. A lock of hair from a Krampus
66. An 8-inches puppet with severed strings
67. A goblet that cannot be filled
68. A shoulder strap with an inscription dedicated to a lover
69. A ragdoll with nails in its eyes and a name written on its back
70. A wooden box containing fingerbones numbered from 1 to 10
71. An "I owe you" note
72. A spiderweb framed in wood
73. A block of salt that does not melt in water
74. A vial of pink liquid that smells awfully
75. Some bandages stained in blood and mud that cannot be cleaned
76. An evil joker jack-in-the-box
77. A refined necklace made in fishbone
78. A necklace made with a tiny spine
79. A hand-sized broom
80. A disk of stone carved in eight slices
81. A calendar written on fine scroll: seven consecutive days are marked with Xs
82. A bounty for a ripper dating before the Last Sun
83. A bucket filled with dry resin
84. A drawing of the sun on a wooden board
85. Seven pages ripped from a diary
86. A pouch filled with fireproof tobacco
87. A drinking horn labelled "authentic Beronzin"
88. A broken Krampus horn
89. An hourglass filled with water
90. A turtle statuette made with the bone of a Giant
91. A silvery owl skull
92. A basket with a false bottom
93. A malfunctioning mousetrap
94. A portrait that portrays whoever holds it
95. A sock filled with coal
96. A sparky whirligig
97. A manuscript named "Alchemy in the sack"
98. A fake Lagoran's tome
99. An oyster whose pearl reappears if taken, and the taken one disappears
100. A blank book named "Wanderers of the Bloodmoon"

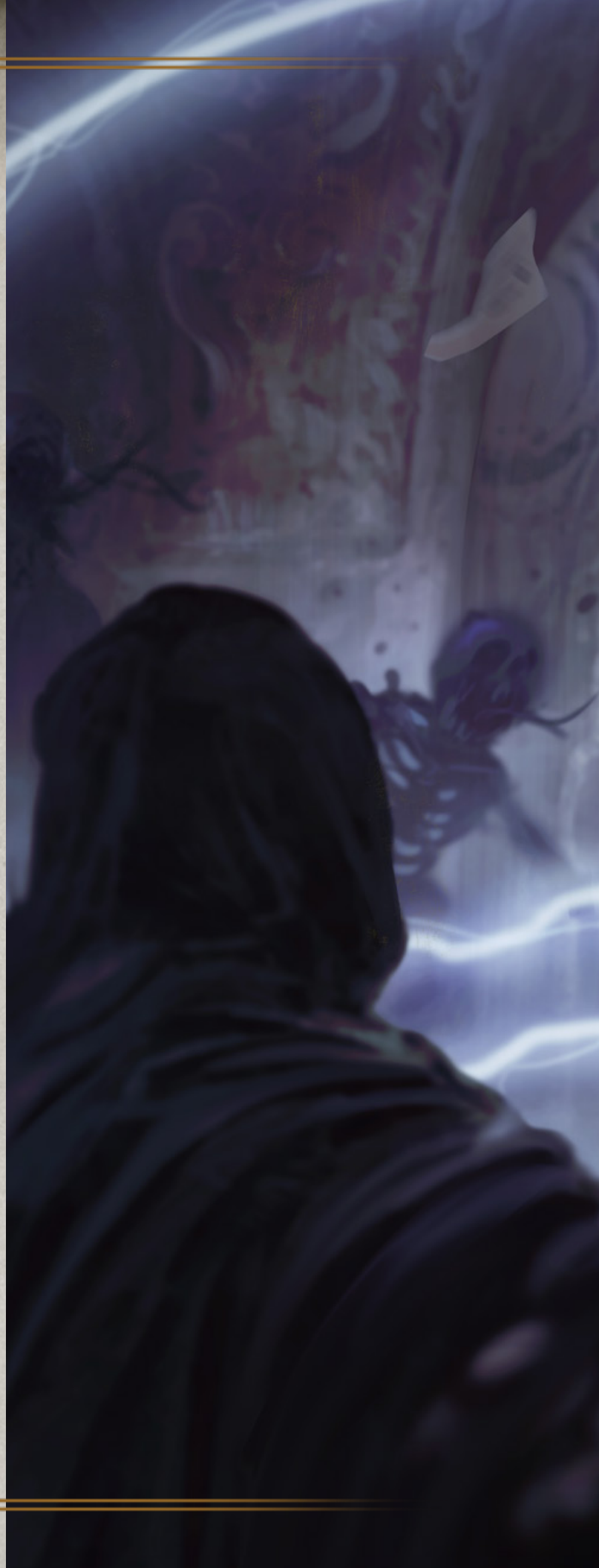
CHAPTER EIGHT SPELLS AND RITUALS

"Let thyself be guided by the Moon. May the trifold visage of the Goddess inspire and soothe thy soul yet put a blade in thy hands."

- Anvernia from Mirithbrun, High Priestess of the Lunar Cult -

This chapter details the spells and rituals whose power comes from the Moon.

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LUNAR MAGIC

As told in Old Tradition writings, three is the number of those sources of power indissolubly bound to the three aspects of reality.

In the Lunar Age, however, a contention of the arcane fibre between the light of the Primes and the shadow of death scars Iürmen's own fabric. Such eldritch mayhem gave birth to the one stable source of power, a certainty in the lives of survivors: the Moon.

Mirithlen, goddess residing on the Moon and ascended to Sidir, replaced the god Sülen in his once capacity as bringer of warmth and light to mortals. Her power towers over anything both visible and invisible, just as the silvery moonlight reaches every corner of the Known Lands, lying on the bedding of the world.

Now that the Moon affects the world itself, those who grasp its power can employ it to craft spells worthy to be inscribed in vile grimoires as in the Lunar Cult's sacred writings.

THE SCHOOL OF THE MOON AND ITS VERSATILITY

Not just divination, also an instrument for sorcery, illusion, death, and purification. Such is the power of the Moon and such is what the School of the Moon studies: founded by the Lunar Cult, it resumed ancient knowledge by the Old Covens on the Moon's symbology, dated centuries before the ascension of Mirithlen.

Just as some creatures of night draw strength from specific Lunar Phases, so the spells granted by the Trifold Goddess manifest in different shapes and effects, depending on what visage the Goddess is showing during her recurring cycle in the night sky. As a consequence, the School of the Moon was held apart from, and added to the most relevant schools of magic such as Transmutation, Illusion, Evocation, and the likes.

Everyone has to find their own way to channel moonlight and endow their hands with power so as to master incantations both fearful and radiant.

SPELLS LISTED BY CLASS

The following spells belong to the School of the Moon and are to be added to the list of spells of each class as indicated. The Lunar Cultist's list also encompasses the spells taken from the Dungeons & Dragons 5th Edition Basic Rules to which they can resort.

BARD

Cantrips (0 level spells)

Freezing Snare
Glyph of Mirithlen
Instill Moonlight
Moonlit Captivation
Trifold Goddess's Amulet
Trifold Goddess's Gaze

1st level spells

Gleam
Horror
Lunar Glamour
Lunar Runes
Mirithlen's Kiss
Moonrain
Moonstairs

2nd level spells

Blade of the Four Moons
Fare for Memories
Mooncloak
Moonluck
Moonsong of Renewal
Shroud of the New Moon

3rd level spells

Lunar Well
Mirithlen's Glow
Selenite Litany
Silver Graze

4th level spells

Lunar Fascination
Lunar Mirage
Silver Cloak

5th level spells

Lunar Fortitude
Lunar Pact
Moondream

6th level spells

Lunar Aegis
Silvery Truth Droplet

7th level spells

Selenite Sight

8th level spells

Exile to the Frozen Waste
Obfuscated Mind
Selenite Domination
Selenite Perfection

9th level spells

Judgement from Yore
Lunar Marvel
Lunar Nightmare

CLERIC

Cantrips (0 level spells)

Globe of Eclipse
Instill Moonlight
Trifold Goddess's Amulet
Trifold Goddess's Gaze

1st level spells

Gleam
Horror
Lunar Beacon
Lunar Blessing
Mirithlen's Kiss
Moonrain

2nd level spells

Mooncloak
Moonluck
Moonsong of Renewal
Nova Luna
Plena Luna

3rd level spells

Lunar Well
Mirithlen's Glow
Selenite Litany
Silver Graze

4th level spells

Banner of the Moon Goddess
Moon's Eye

5th level spells

Lunar Fortitude
Lunar Pact

6th level spells

Lunar Aegis
Lunar Assault
Lunar Defiance
Silvery Truth Droplet

7th level spells

Mirithlen's Touch of Life
Temple of the Moon
Weeping of the Goddess

8th level spells

Exile to the Frozen Waste
Lunar Blast
Moon Whispers

9th level spells

Lunar Retribution
Selenite Projection

DRUID

Cantrips (0 level spells)

Globe of Eclipse
Instill Moonlight
Silver Droplet
Trifold Goddess's Amulet
Trifold Goddess's Gaze

1st level spells

Horror
Lunar Beacon

Lunar Glamour
Mirithlen's Kiss
Moonrain
Moonstairs

2nd level spells

Blade of the Four Moons
Mooncloak
Nova Luna
Plena Luna

3rd level spells

Lunar Well
Mirithlen's Glow
Moonamorphosis
Silver Graze

4th level spells

Banner of the Moon Goddess
Moon's Eye
Silver Thunderbolt

5th level spells

Command Lunar Phase
Lunar Rancour

6th level spells

Lunar Aegis
Lunar Assault
Lunar Defiance
Lunar Wayfaring

7th level spells

Lunar Regression
Selenite Regeneration
Weeping of the Goddess

8th level spells

Dreadful Eclipse
Lunar Blast
Moon Whispers

9th level spells

Lunar Meteor
Selenite Projection

PALADIN

1st level spells

Gleam
Horror
Lunar Blessing
Mirithlen's Kiss

2nd level spells

Mooncloak
Moonsong of Renewal
Plena Luna

3rd level spells

Shield of Eclipse
Silver Graze

4th level spells

Banner of the Moon Goddess
Silver Cloak

5th level spells

Lunar Fortitude
Lunar Pact
Selenite Weapon

RANGER

1st level spells

Lunar Beacon
Lunar Glamour
Mirithlen's Kiss
Moonstairs

2nd level spells

Mooncloak
Moonsong of Renewal
Nova Luna

3rd level spells

Mirithlen's Glow
Moonamorphosis

4th level spells

Silver Cloak

5th level spells

Command Lunar Phase

Lunar Rancour
Selenite Weapon

SORCERER

Cantrips (0 level spells)

Freezing Snare
Globe of Eclipse
Glyph of Mirithlen
Moonlit Captivation
Silver Droplet

1st level spells

Gleam
Horror
Lunar Beacon
Lunar Glamour
Moonrain

2nd level spells

Blade of the Four Moons
Fare for Memories
Shroud of the New Moon

3rd level spells

Shield of Eclipse
Silver Graze

4th level spells

Lunar Mirage
Silver Cloak
Silver Thunderbolt

5th level spells

Lunar Rancour
Selenite Weapon

6th level spells

Assault of the Black Moon
Lunar Aegis
Lunar Cage
Selenite Transfiguration

7th level spells

Lunar Regression
Mark of the Unknowable

8th level spells

Exile to the Frozen Waste
Lunar Collapse
Selenite Domination

9th level spells

Lunar Marvel
Lunar Meteor
Lunar Nightmare
Selenite Projection

WARLOCK

Cantrips (0 level spells)

Freezing Snare
Globe of Eclipse
Glyph of Mirithlen
Moonlit Captivation
Silver Droplet

1st level spells

Gleam
Horror
Lunar Beacon
Lunar Glamour
Lunar Runes
Moonrain

2nd level spells

Blade of the Four Moons
Fare for Memories
Shroud of the New Moon

3rd level spells

Shield of Eclipse

4th level spells

Lunar Fascination
Lunar Mirage
Silver Cloak

5th level spells

Lunar Pact
Moondream

6th level spells

Assault of the Black Moon
Lunar Aegis

NIGHTFELL

7th level spells

Mark of the Unknowable

8th level spells

Lunar Collapse
Moon Whispers
Obfuscated Mind

9th level spells

Curse of the Last Moon
Lunar Nightmare

WIZARD

Cantrips (0 level spells)

Freezing Snare
Globe of Eclipse
Glyph of Mirithlen
Instill Moonlight
Moonlit Captivation
Silver Droplet

1st level spells

Gleam
Lunar Beacon
Lunar Glamour
Lunar Runes
Moonrain
Moonstairs

2nd level spells

Blade of the Four Moons
Fare for Memories
Mooncloak
Moonluck
Nova Luna
Plena Luna

3rd level spells

Lunar Well
Shield of Eclipse
Silver Graze

4th level spells

Lunar Handcraft
Lunar Mirage
Moon's Eye

Silver Cloak
Silver Thunderbolt

5th level spells

Command Lunar Phase
Lunar Meteor
Lunar Pact
Moondream
Selenite Weapon

6th level spells

Assault of the Black Moon
Lunar Aegis
Lunar Cage
Lunar Wayfaring
Selenite Transfiguration
Silvery Truth Droplet

7th level spells

Brand of the Unknowable
Lunar Regression
Selenite Sight

8th level spells

Exile to the Frozen Waste
Lunar Collapse
Obfuscated Mind
Selenite Domination
Selenite Perfection

9th level spells

Curse of the Last Moon
Lunar Marvel
Lunar Nightmare
Selenite Projection
Silver Chronosphere

LUNAR CULTIST

1st level spells

Alarm*
Bane*
Bless*
Colour Spray*
Command*
Detect Evil and Good*
Divine Favour*

Faerie Fire*
Gleam
Guiding Bolt*
Healing Word*
Horror
Lunar Beacon
Mirithlen's Kiss
Moonrain
Shield of Faith*

2nd level spells

Augury*
Blindness/Deafness*
Calm Emotions*
Continual Flame*
Detect Thoughts*
Gentle Repose*
Lesser Restoration*
Locate Object*
Moonbeam*
Moonluck
Moonsong of Renewal
Warding Bond*
Zone of Truth*

3rd level spells

Clairvoyance*
Dispel Magic*
Magic Circle*
Mirithlen's Glow
Protection from Energy*
Remove Curse*
Silver Graze
Slow*
Speak with Dead*
Tongues*

4th level spells

Banishment*
Banner of the Moon Goddess
Divination*
Guardian of Faith*
Locate Creature*
Lunar Handcraft
Silver Thunderbolt

*Spells taken from 5th Edition Basic Rules



SPELLS DESCRIPTION

Spells are ordered by “spell level” and order alphabetically within that order.

CANTRIPS

FREEZING SNARE

Illusion Cantrip

Level: 0

Casting time: 1 action

Range: 30 feet

Components: S, M (a silver coin)

Duration: Concentration, up to 1 minute

The caster drops a silver coin wherever they can see within 30 feet; the coin starts to swirl at incredible speed and shines, eventually floating in mid-air, 5 feet from the ground. The coin radiates a dim light in a 5 feet radius and emits a faint, continuous hiss. A creature ending its turn within the light radius or stepping into it for the first time in a turn must roll a Wisdom Saving Throw as any creature adjacent to the coin when the spell is cast. In case of failure, the creatures have Disadvantage on Attack and Initiative Rolls until the beginning of their next turn.

Grabbing the coin immediately ends the spell, but only the caster can touch it without taking 1d4 cold damage. When the spell ends, the coin disappears and reappears in the hand of the caster.

Cold damage increases by 1d4 at 5th level (2d4), 11th level (3d4), 17th level (4d4).

GLOBE OF ECLIPSE

Necromancy Cantrip

Level: 0

Casting time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 round

The caster materialises an eldritch globe, designed as an eclipsing icy moon, in the space of a target creature within range. The caster can make a ranged spell attack with rays of necrotic energy spout from the globe. On a hit, the target 1d6 necrotic damage and has Disadvantage on its next Saving Throw until the beginning of the caster's next turn.

If the target is *Undead*, the spell automatically bypasses any resistance to necrotic damage.

Damage increases by 1d6 at 5th level (2d6), 11th level (3d6) and 17th level (4d6).

GLYPH OF MIRITHLEN

Abjuration Cantrip

Level: 0

Casting time: 1 action

Range: self

Components: V, S

Duration: 1 round

The caster moves their arms around, tracing the symbol of the Moon Goddess in mid-air. The caster gains resistance to damage dealt by spells or magic weapons until the end of their next turn.

INSTILL MOONLIGHT

Evocation Cantrip

Level: 0

Casting time: 1 action

Range: touch

Components: V, S (salt, or Portulaca root)

Duration: 1 hour

The caster touches a small item (for example, a rock, a knife, a book). Whether the spell is cast indoors or outdoors, the item is infused with moonlight and casts bright light for 10 feet and dim light for another 10 feet. Covering the item with something non-translucent obstructs its radiance.

If the spell is cast during a Lunar Phase corresponding to the caster's Birthmoon, its range increases by 30 feet for the bright light and by other 30 feet for the dim one. Also, the duration increases to 4 hours.

The spell ends if cast again or if ended by the caster with a free action (blowing it out as a candle). If aimed at an item wielded or worn by a hostile creature, said creature gets a Dexterity Saving Throw to avoid the spell.

MOONLIT CAPTIVATION

Enchantment Cantrip

Level: 0

Casting time: 1 action

Range: self

Components: S, M (an olive tree branch or a moonstone to hold in hand while casting the spell)

Duration: Concentration, up to 1 minute

The caster can cast this spell only when the moon can be seen in the sky or through windows and such, because they assimilate lunar magic to become more eloquent.

Throughout the spell's duration, the caster has Advantage on any Charisma check towards a non-hostile humanoid. When the spell ends, the target will not realize it was under a spell; actually, it might develop a potentially (at the GM's discretion) unhealthy affection towards the caster.

SILVER DROPLET

Conjuration Cantrip

Level: 0

Casting time: 1 action

Range: 60 feet

Components: V, S

Duration: instantaneous

The caster makes their hand gleam with white light and flings a tiny sphere of light at a creature they can see to transmit their brightness.

The target must make a successful Dexterity Saving Throw or take 1d8 radiant damage and be surrounded by silvery light until the end of its next turn; as long as it is illuminated as such, the target cannot hide nor become invisible, and it is revealed if already invisible.

The caster can radiate an additional sphere of light, either against the same target or another, at 5th level (2 spheres), another one at 11th level (3 spheres), and another one at 17th level (4 spheres).

TRIFOLD GODDESS'S AMULET

Transmutation Cantrip

Level: 0

Casting time: 10 minutes

Range: touch

Components: S, M (a necklace or some twine)

Duration: 8 hours

The caster draws strength from lunar energies to transmute the material component in a replica of Mirithlen's own necklace. The item displays a flaunting amethyst and can be worn or held to have Advantage on the next Intelligence (Investigation), Wisdom (Insight) or Wisdom (Perception) checks, if based on sight. When all three checks are made, the effect ends even within duration.

When the spell ends, the item turns back to its original look. Only one item at a time can be enchanted by the same caster.

TRIFOLD GODDESS'S GAZE

Divination Cantrip

Level: 0

Casting time: 1 action

Range: self

Components: S

Duration: 1 round

A pale halo crowns the caster, while their eyes shine with white light. Their bond with lunar energy grants them accuracy and courage. The caster has Advantage on the next Attack Roll they make before the end of their turn.

1ST LEVEL SPELLS

Gleam

Divination

Level: 1

Casting time: 1 minute

Range: self

Components: V, S

Duration: 8 hours

The caster radiates a dim mystic luminescence for the duration of the spell. They have Advantage on Charisma (Persuasion) checks but have Disadvantage on Dexterity (Stealth) checks. The caster can end the spell as a free action at any moment.

Horror

Necromancy

Level: 1

Casting time: 1 action

Range: self

Components: V, S

Duration: 10 minutes

Moonlight unveils the inner horror of the caster to whomever can see them. Creatures that are immune to the Frightened condition cannot be affected by this spell.

The caster has Advantage on Charisma (Intimidation) checks for the duration of the spell. The caster can end the spell at any moment to choose a target they established eye

contact with and have it roll a Wisdom Saving Throw. If it fails, the target becomes Frightened for one minute. At the end of its turn, the target rerolls its Saving Throw to end the effect immediately.

LUNAR BEACON

Evocation

Level: 1

Casting time: 1 action

Range: 60 feet

Components: V

Duration: instantaneous

Moonlight shines over a 20 feet area, revealing invisible items and creatures and inflicting them 2d4 radiant damage. Target creatures can make a Dexterity Saving Throw to avoid being revealed and to halve damage. *Undead*, *Fiends* and *Aberrations* automatically fail the Saving Throw.

At higher levels: when the spell is cast using a 2nd level slot or higher, damage increases by 1d4 for each slot level above 1st.

LUNAR BLESSING (RITUAL)

Abjuration

Level: 1

Casting time: 1 hour

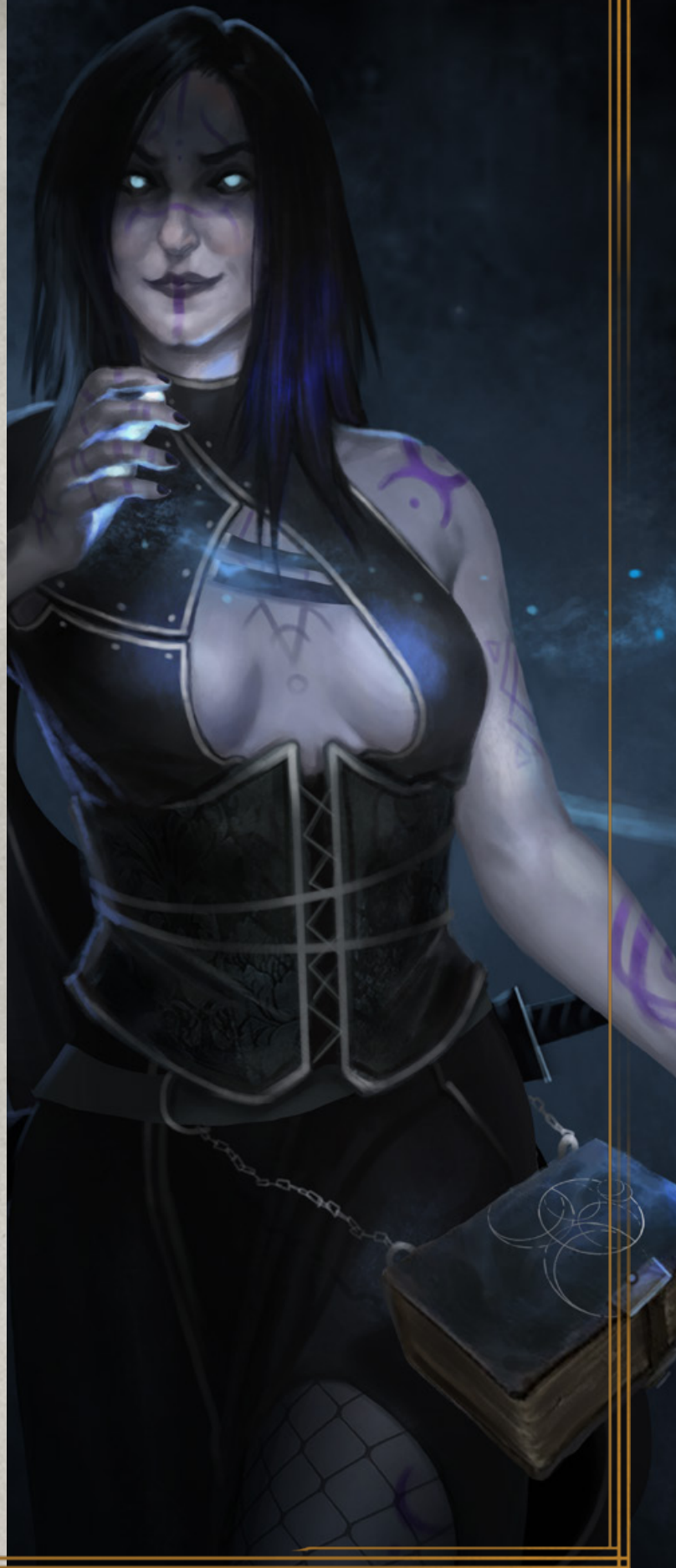
Range: touch

Components: V, S, M (25 gp of incense that gets depleted during the ritual)

Duration: until the end of the current Lunar Phase

The caster performs a ritual permeated by Moon's power. Once the ritual is finished, one target that the caster can see within 10 feet benefits from the Moon's blessing and adds 1d4 to the result of every Saving Throw until the end of the current Lunar Phase.

At higher levels: when the spell is cast using a 2nd level slot or higher, it affects an additional target.



LUNAR GLAMOUR

Enchantment

Level: 1

Casting time: 1 action

Range: 30 feet

Components: V, S, M (a small white stone)

Duration: Concentration, up to 1 minute

One creature that the caster can see within 30 feet is compelled to stare at the moon, even if it is clouded or stared at from indoors or underground. The target must make a successful Wisdom Saving Throw, or it freezes in awe, its eyes set to the moon or where it thinks it should be and it is Incapacitated throughout the spell's duration. The target can reroll its Saving Throw at the end of each of its turns or if taking damage (in which case, it has Advantage on the Saving Throw): a successful roll immediately ends the effect of the spell.

LUNAR RUNES

Illusion

Level: 1

Casting time: 1 minute

Range: touch

Components: S, M (10 gp of ink that gets depleted by the spell)

Duration: 100 days

The caster inscribes up to 100 words on a scroll or a comparable surface to imbue it with Lunar Phase magic. The inscription disappears once finished and can only be revealed by the spell True Sight or by the moonlight of the same Lunar Phase during which it was inscribed.

MIRITHLEN'S KISS

Evocation

Level: 1

Casting time: 1 action

Range: touch

Components: V, S

Duration: instantaneous

This spell can only be cast directly under the moonlight.

The caster touches a creature, and it regains an amount of hit points depending on the current Lunar Phase.

- **New Moon:** 1d6 + Caster's Primary Ability modifier
- **Ascending or Descending Moon:** 1d8 + Caster's Primary Ability modifier
- **Full Moon:** 1d10 + Caster's Primary Ability modifier

Constructs and *Undead* are not affected by this spell.

At higher levels: when the spell is cast using a 2nd level slot or higher, The amount of hit points healed increase by one die (1d6/1d8/1d10, depending on the Lunar Phase) for each slot level above 2nd.

MOONRAIN

Conjuration

Level: 1

Casting time: 1 action

Range: 10 feet

Components: V

Duration: instantaneous

The caster conjures a 10 feet radius ray of light descending from above upon themselves. Any target within range takes 1d6 radiant and 1d6 piercing damage (Saving Throw on Dexterity halves). Those failing the Saving Throw are also blinded and deafened until the end of the caster's turn.

At higher levels: when the spell is cast using a 2nd level slot or greater, radiant damage increases by 1d6 for each slot level above 1st.

MOONSTAIRS

Transmutation

Level: 1

Casting time: 1 bonus action

Range: self

Components: V, S

Duration: Concentration, up to 1 minute

The caster can climb or walk on moonlight, though it must be considered as Difficult Terrain.

At higher levels: when the spell is cast using a 3rd level slot or higher, duration increases to 1 hour. If the spell is cast with a 5th level slot or higher, the spell does not require Concentration.

2ND LEVEL SPELLS

BLADE OF THE FOUR MOONS

Transmutation

Level: 2

Casting time: 1 bonus action

Range: self

Components: V, S

Duration: Concentration, up to 1 minute

The caster seizes a moon ray and solidifies it in a sharp blade. The blade lasts throughout the duration of the spell: it is a simple weapon the caster is Proficient with. It deals 2d6 radiant damage and has the Light, Finesse and Ranged (20/60 feet range). If the weapon is thrown or dropped it disappears and reappears in the hand of the caster at the beginning of their next turn, if they have at least one free hand, otherwise the spell ends.

The weapon gains special properties based on the current Lunar Phase:

- **New Moon:** the weapon deals 4d6 necrotic damage in place of the 2d6 radiant damage.
- **Ascending Moon:** any successful attack dealt with the weapon deals damage to an additional target in a 5 feet radius; said damage equals half the damage dealt to the primary target.
- **Full Moon:** any successful attack gives the caster 2d6 Temporary Hit Points and the target is Blinded until

the end of the current turn.

- **Descending Moon:** the weapon deals 2d6 cold damage in place of the 2d6 radiant damage; the weapon can be thrown and hits every target in a 60 feet long and 2 inches wide line: targets must make a successful Dexterity Saving Throw, or they take the weapon's damage. If they succeed, they take half the damage instead.

At higher levels: when the spell is cast using a 3rd level slot or higher, damage increases by 1d6 for each slot level above 2nd.

FARE FOR MEMORIES

Enchantment

Level: 2

Casting time: 1 action

Range: 100 feet

Components: V, S, M (a silver coin the caster gifts to the target)

Duration: instantaneous

The caster gifts a silver coin, imbued with the Moon's benign influence, to an unaware target. The target must make a Wisdom Saving Throw. In case of failure, the caster can choose an effect among the following:

- The target forgets one of its prepared or known spells of 3rd level or lower until it takes a Long Rest
- The target forgets the events of the last 2d6 minutes. It keeps only vague sensations and feelings (anger, fear, sadness) related to its lost memories. It would be receptive to any explanation about the blank, though.
- The caster has access to a specific memory of the target in the form of a mental image which lasts about 6 seconds. The image is flawed in minor details and filtered through the target's perspective, but it is reliable enough in its major features. The target does not forget said memory in the process.

The target whose Saving Throw failed has no clue as to the spell it was under or its effects, but lack of plausible explanation regarding its momentary confusion would arouse suspicion.

At higher levels: when the spell is cast using a 3rd level slot or higher, it affects one additional target every 2 slot levels above 2nd (the caster still has to give a silver coin to each of the new targets).

MOONCLOAK

Abjuration

Level: 2

Casting time: 1 action

Range: touch

Components: V, S, M (a silver pendant worth at least 50 gp)

Duration: 1 hour

The target is protected by the reflection of moonlight for the duration of the spell. Thus, they get a +1 bonus to AC and Saving Throws. If the spell is cast during the Lunar Phase corresponding to the Birthmoon of the caster, any bludgeoning, piercing, and slashing damage that the target takes is reduced by 1.

At higher levels: when the spell is cast using a 3rd level slot or higher, the slashing, bludgeoning and piercing damage that the target takes is reduced by 1 for each slot level above 2nd (up to 5th or 6th level).

MOONLUCK

Divination

Level: 2

Casting time: 1 minute

Range: 10 feet

Components: V, S, M (a silver cup worth at least 100 gp)

Duration: 1 hour

The caster pleads the Moon to bestow her fortune upon a consenting creature that the caster can see. When a creature under the effects of this spell makes an Attack Roll, a Saving Throw or an Ability check, they may choose to reroll and keep either result. Once this is done, the spell effect ends immediately.

At higher levels: when the spell is cast using a 4th level slot or higher, it affects one additional target every 2 slot levels above 2nd (two targets at 4th, three targets at 6th, four targets at 8th).

MOONSONG OF RENEWAL (RITUAL)

Evocation

Level: 2

Casting time: 1 action

Range: 20 feet

Components: V

Duration: instantaneous

This spell must be cast under direct moonlight.

Creatures within the range of effect can spend up to 1 Hit Dice to recover as many Hit Points as the result of the roll, plus the caster's primary ability modifier.

At higher levels: when the spell is cast using a 3rd level slot or higher, the maximum amount of expendable Hit Dice increases by 1 for every two slot levels above the 2nd.

NOVA LUNA

Evocation

Level: 2

Casting time: 1 action

Range: self

Components: V, M (a pearl and a black velvet sack)

Duration: Concentration, up to 10 minutes

The caster creates a sphere of semi-darkness in a 30 feet radius around them, lasting throughout the duration of the spell. The magical semi-darkness spreads around corners. Any natural source of light within the spell radius will radiate only a dim light. Magical lights created by 2nd level spells or lower do the same. Also, any effect depending on Lunar Phases will count as in the New Moon Phase within the spell radius.

On the other hand, if the spell is cast during the New Moon Lunar Phase, the semi-darkness becomes magical darkness which obfuscates any kind of normal sight (even Darkvision) except the caster's. Sources of light, whether natural or deriving from a 2nd level spell or lower cannot penetrate this darkness.

This spell does not work during the Full Moon Phase.

PLENA LUNA

Evocation

Level: 2

Casting time: 1 action

Range: self

Components: V, M (a pearl and a white silk sack)

Duration: Concentration, up to 10 minutes

The caster creates a sphere of silvery light in a 30 feet radius around her, lasting throughout the duration of the spell. The magical light spread around corners. The sphere itself is made of blinding light and radiates a dim light in a 30 feet radius. Magical sources of darkness created by 2nd level spells cannot obfuscate or remove this light. Also, any effect depending on Lunar Phases will count as in the Full Moon Phase within the spell radius.

If the spell is cast during the Full Moon Lunar Phase, the casting of the spell instantly extinguishes any other source of light, whether natural or magical (2nd level spell or lower), in a 300 feet radius.

This spell does not work during the New Moon Lunar Phase.

SHROUD OF THE NEW MOON

Necromancy

Level: 2

Casting time: 1 minute

Range: touch

Components: V, S, M (a tooth from an *Undead* and ritualistic ointments worth at least 100 gp that get depleted by the spell)

Duration: 1 day

A consenting target creature assumes the looks of an *Undead* for the duration of the spell. The target becomes immune to disease, poison and ignores the effects of the first five levels of Exhaustion (the sixth still causes death) and cannot be turned into an *Undead* by any spell or comparable feature. It does not age and does not need to feed or breathe.

The target will be identified as *Undead* by any spell or comparable capability and will be seen as such by other creatures. Creatures with an Intelligence score of 3 or higher can roll a Wisdom (Insight) check against your spell saved DC to realize it is not really *Undead*.

3RD LEVEL SPELLS

LUNAR WELL (RITUAL)

Divination

Level: 3

Casting time: 10 minutes

Range: unlimited

Components: V, S, M (a body of water large enough to reflect the moon, candles, and incense worth 100 gp consumed by the spell)

Duration: Concentration, up to 10 minutes

The caster channels the magic of the Moon toward a body of water, turning it into a window overlooking one of the places where they performed the same ritual previously, and through this window it is possible to see and communicate; people, objects and spells cannot pass through the Lunar well in either direction.

At the first attempt to celebrate this ritual, the body of water will reflect nothing more than the absolute blackness of the dark face of the Moon; the same result will happen if the previously used body of water has been broken or dried up.

LUNAMORPHOSIS

Transmutation

Level: 3

Casting time: 1 action

Range: 30 feet

Components: V, S, M (a glass marble)

Duration: Concentration, up to 1 hour

The caster makes a creature, and everything it wears and carries, translucent and ethereal, visible only if directly touched by the moonlight, from which it takes effect.

As long as it ends the turn illuminated by the moonlight, the target gets 2d6 Temporary Hit Points and ignores any penalty deriving from Difficult terrain, provided that this too is illuminated by the Moon.

When not illuminated by the moonlight, the target gets a +5 bonus to Dexterity (Stealth) checks and ignores the Disadvantage on Wisdom (Perception) checks based on sight in areas of darkness or dim light.

At higher levels: if the spell is cast using a 4th level spell slot or higher, the Temporary Hit Points increase by 1d6 for each slot level above 3rd.

MIRITHLEN'S GLOW

Evocation

Level: 3

Casting time: 1 action

Range: 60 feet

Components: V, S

Running time: 1 hour

Tenuous but constant moonlight radiates within a radius of 60 feet from either the caster or an object touched by them: the light is to be considered dim light. Invisible objects and creatures illuminated by the dim light of this spell are revealed and cannot become invisible while inside the area.

SELENITE LITANY

Illusion

Level: 3

Casting time: 1 action

Range: 120 feet

Components: S, M (a pebble painted white)

Duration: Concentration, up to 1 minute

The caster summons a hypnotic lunar disk into the sky, capable of imprisoning in its glow any target within a 20ft cube, provided they can see the disk. Each target creature must make a successful Wisdom Saving Throw or become Charmed and have movement equal to 0 feet while Charmed.

For the duration of the spell, the caster cannot move voluntarily from their position and must continue to sustain the magic of the spell with their own voice.

SHIELD OF ECLIPSE

Conjuration

Level: 3

Casting time: 1 action

Range: self

Components: V, S, M (a small mirror)

Duration: Concentration, up to 1 minute

The icy darkness of the eclipsing Moon envelops the body of the caster in a protective aura. When the caster is attacked in melee, the attacker must make a successful Wisdom Saving

Throw or take 1d6 radiant damage and 1d6 cold damage (a successful save halves the damage).

At higher levels: if the spell is cast using a 4th level spell slot or higher, the cold damage increases by 1d6 for each slot level above 3rd.

SILVER TOUCH

Necromancy

Level: 3

Casting time: 1 action

Range: self

Components: V, S

Duration: Concentration, up to 1 minute

The caster's hands glow with moonlight and radiate a faint warmth. During their turn, as an action, the caster can touch a consenting creature (other than themselves) and transfer vital energies from their own body to the target's. The caster takes necrotic damage equal to 1d6 plus their spellcasting ability modifier, while the target recovers an amount of Hit Points equal to twice the damage taken by the caster; any Hit Points in excess are acquired by the target as Temporary Hit Points.

At higher levels: if the spell is cast using a 4th level spell slot or higher, necrotic damage increases by 1d6 for each slot level above 3rd.

4TH LEVEL

BANNER OF THE MOON GODDESS

Conjuration

Level: 4

Casting time: 1 action

Range: self

Components: V, S

Duration: Concentration, up to 10 minutes

Above the caster's head is a miniature Moon, 1 foot in diameter, similar to a halo, radiating dim light into a 60 feet wide sphere. When a creature enters the illuminated area for the first time on its turn, or begins its turn within it, it must make a successful Charisma Saving Throw or suffer an effect based on the caster's Birthmoon. If the current Lunar Phase matches the Birthmoon of the caster, every *Aberration*, *Fiend* or *Undead* have Disadvantage on the Saving Throw against this spell:

- **New Moon:** the target takes 4d10 necrotic damage and one level of Exhaustion; at the end of the spell each level of exhaustion caused by this spell is removed
- **Ascending Moon:** the target takes 4d6 fire damage and is blinded; Blinded condition is removed when the target exits the area of effect
- **Full Moon:** the target takes 4d10 radiant damage and is revealed if invisible; the target cannot teleport, become invisible or incorporeal, move to another plane, or change shape until it leaves the area of effect
- **Descending Moon:** the target takes 4d8 cold damage and its speed is halved; the effect lasts until the target leaves the area of effect

LUNAR FASCINATION

Enchantment

Level: 4

Casting time: 1 action

Range: 15 feet

Components: V, S, M (a white pebble and a pearl)

Duration: Concentration, up to 1 minute

The caster uses the magic of the Moon to charm their enemies. Each creature standing in 15 feet radius sphere around the caster Must make a successful Wisdom Saving Throw or be Charmed and have Disadvantage on Saving Throws to resist the spells of the caster, including this one. If the target takes damage or ends its turn more than 20 feet away from the caster, it can repeat the Saving Throw against the spell, ending the effect.

At higher levels: if the spell is cast using a 5th level spell slot or higher, range increases by 5 feet for each slot level above 4th.

LUNAR HANDCRAFT

Transmutation

Level: 4

Casting time: 10 minutes (1 minute during Full Moon)

Range: 120 feet

Components: V, S, M (a circular mirror with a diameter of at least 3 feet, or an equally large pool of fresh water with 50 gp worth of silver powder poured in it and consumed by the spell).

Duration: instantaneous

This spell cannot be cast during a New Moon Phase, but a Full Moon Phase decreases the casting time to 1 minute.

The caster manipulates the reflected moonlight in the mirror and materializes a physical object. The caster can create a large or smaller object that can fit in a 10 feet cube. The created object is raw and barely detailed and appears composed of translucent glass that radiates a faint brightness of obvious magical nature.

This spell cannot craft creatures or magical objects.

Items requiring a higher degree of craftsmanship such as jewelry, weapons, glass, or armor can only be created if the caster has Proficiency in the tools used to make that kind of object.

The object vanishes when the Moon sets.

LUNAR MIRAGE

Illusion

Level: 4

Casting time: 10 minutes

Range: 300 feet

Components: V, S, M (a pearl, a stone, and a glass marble)

Duration: 24 hours

The caster projects the illusion of an open-air landscape, such as a meadow, clearing or beach, in the shape of a 150 feet cube. No creatures are visible in the mirage you create, but you can hear sounds that suggest their presence. The Moon is high in the sky in the Lunar Phase chosen by the caster.

To reveal its illusory nature, any creature that begins its turn within the mirage must make an Intelligence (Investigation) check with difficulty equal to the caster's spell save DC. To anyone who fails the Saving Throw, the Lunar Phase represented in the mirage is to be considered as the current Lunar Phase.

MOON'S EYE

Divination

Level: 4

Casting time: 1 action

Range: self

Components: V, S, M (a pearl worth 50 gp, which is consumed)

Duration: Concentration, up to 1 hour

The caster invokes the help of the Moon to acquire the view that they would see from the top of it: by spending an action, the caster can see any spot under the open sky that is within 60 miles of their position. If the Lunar Phase is New Moon, the caster can see as though they had Darkvision, and True Sight if it is Full Moon. In any other Phase, they can see invisible objects or creatures.

As long as they look through the Moon, the caster is considered blind and deaf concerning their usual senses.

SILVER CLOAK

Abjuration

Level: 4

Casting time: 1 action

Range: touch

Components: V, S, M (pearl powder worth at least 100 gp, consumed by the spell)

Duration: Concentration, up to 1 hour

The caster's touch turns the skin of a consenting target into a silvery, reflective substance: for the duration of the spell, the target has Advantage on Saving Throws against spells.

SILVER THUNDERBOLT

Conjuration

Level: 4

Casting time: 1 action

Range: 120 feet

Components: V, S, M (a silver and sapphire pendant worth 150 gp)

Duration: instantaneous

A beam of pure lunar energy descends from above and hits the target and any creature in a 15 feet long cone behind it. Anyone affected must make a Dexterity Saving Throw or take 1d8 lightning damage and 2d8 radiant damage; a successful save halves the damage. In addition, depending on the current Lunar Phase, the spell has an additional effect:

- **New Moon:** the spell deals 5d8 additional necrotic damage (also halved on a successful Saving Throw)
- **Ascending Moon:** the spell deals 3d8 additional fire damage (also halved on a successful Saving Throw); flames can spread to flammable objects that are not held or worn
- **Full Moon:** the spell deals 5d8 additional radiant damage (also halved on a successful Saving Throw)
- **Descending Moon:** the spell deals 3d8 additional cold damage (also halved on a successful Saving Throw); targets that fail the Saving Throw cannot take Reactions until the beginning of their next turn.

At higher levels: if the spell is cast using a 5th level spell slot or higher, lightning damage increases by 1d8 for each slot level above 4th.

5TH LEVEL

COMMAND MOON PHASE

Transmutation

Level: 5

Casting time: 1 action

Range: 600 feet

Components: V, S

Duration: Concentration, up to 1 hour

The caster can modify the current Lunar Phase in a 1-mile-wide area centered on themselves. The caster chooses which Lunar Phase appears in the sky and, for the duration of the spell, that Lunar Phase will affect any creature or object in the area. If the Moon sets while the spell is active, the spell ends. At higher levels: if the spell is cast using a 6th level slot, the duration increases to 8 hours; if it is cast using a 7th level slot, the duration increases to 24 hours and the moonset does not end the spell; if it is cast using an 8th level slot, the duration increases to 7 days, the moonset does not end the spell, and the caster does not have to keep Concentration; if it is cast using a 9th level slot, the duration becomes permanent (until dispelled) and the caster does not have to keep Concentration.



LUNAR FORTITUDE

Abjuration

Level: 5

Casting time: 1 action

Range: self

Components: V, S

Duration: Concentration, up to 10 minutes

The spell wraps the caster in a cloak of light that radiates a faint glow. For the duration of the spell, the caster is immune to psychic damage and has Advantage on all Saving Throws. When another creature that the caster can see within 30 feet fails a Saving Throw, the caster can use a Reaction to allow the creature to repeat the Saving Throw.

LUNAR PACT

Enchantment

Level: 5

Casting time: 1 minute

Range: touch

Components: V

Duration: 30 days

Illuminated by the moonlight, the caster touches two consenting creatures and establishes a pact between them. The terms of the pact must be clear and understood by both targets, and the task to be accomplished, although not necessarily simple, must be feasible, otherwise the spell ceases to have effect. For the duration of the spell, if one of the two targets breaks the pact, they take 5d10 psychic damage per day until they obtain forgiveness from the other creature. Spells such as *remove curse*, *greater restoration*, or *wish* can end the spell.

At higher levels: if the spell is cast using a 7th or 8th level spell slot, the duration increases to one year; if the slot used is 9th level, the spell becomes permanent.

LUNAR RANCOUR

Necromancy

Level: 5

Casting time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

A gloomy and oppressive light radiates from the Moon and envelops a target creature in the field of view of the caster within 30 feet. The target must make a successful Dexterity saving throw or take 4d8 radiant damage. Each turn, the caster can use their bonus action to automatically deal another 2d8 radiant damage to the target. The spell ends when the caster uses their own bonus action to do anything other than inflict automatic damage, if the target exits the spell range, or if the caster casts another spell of 1st level or higher. If the target succeeds in its initial Saving Throw, it takes 2d8 radiant damage all the same, but the spell ends.

At higher levels: if the spell is cast using a spell slot of 6th level or higher, the target takes, added to the initial damage, 1d8 additional radiant damage (both succeeding or failing in its Saving Throw) for each slot level above 5th.

MOONDREAM

Illusion

Level: 5

Casting time: 1 minute

Range: self

Components: V, S, M (a handful of sand, mercury-based ink)

Duration: 8 hours

The caster chooses a creature known to them and that is on the same plane of existence and turns the target's dreams into nightmares (creatures that do not sleep, such as elves, are not affected by this spell). The caster enters a state of trance in which they are aware of what happens around them but without being able to perform actions or move. If the target lies asleep at the time of the casting the spell, the caster appears in the target's dream, modifying it at will and conversing with it until the spell is over or until the target wakes up. The caster can end the spell at any time by exiting the trance. The target must make a successful Wisdom Saving Throw or the nightmare will not allow it to gain the

benefits of a rest, long or short, and it takes 3d6 psychic damage as it wakes up. If the current Lunar Phase matches the Birthmoon of the caster, the target has Disadvantage on the Saving Throw.

SELENITE WEAPON

Conjuration

Level: 5

Casting time: 1 bonus action

Range: touch

Components: V, S, M (a pearl worth at least 200 gp)

Duration: 1 minute

The caster infuses the power of the Moon into a weapon. Until the spell is over, the weapon radiates a tenuous glow (counts as dim light) in a 30 feet radius and deals 3d8 additional radiant damage. If the weapon was not magical before, it becomes so for the duration of the spell. The weapon scores a Critical Hit with a natural roll of 19 or 20.

At higher levels: When the spell is cast using a 6th level spell slot or higher, the additional damage increases by 1d8 for each slot level above 5th.

6TH LEVEL

ASSAULT OF THE BLACK MOON

Enchantment

Level: 6

Casting time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 round

The caster vexes a target creature with the evil gaze of the nova luna. The target must make a successful Intelligence Saving Throw or take 8d6 psychic damage and be Incapacitated for 1 round (success halves damage and avoids incapacitated status).

At higher levels: if the spell is cast using a 7th level spell slot or higher, psychic damage increases by 2d6 for each slot level above 6th.

LUNAR AEGIS

Abjuration

Level: 6

Casting time: reaction

Range: self

Components: V

Duration: instantaneous

When the caster takes damage, they can use their reaction to erect a lunar shield in front of them, in the form of a silver energy disk, and they gain immunity to that type of damage until the beginning of their next turn.

LUNAR ASSAULT

Evocation

Level: 6

Casting time: 1 action

Range: self

Components: V, S, M (a magnifying glass)

Duration: Concentration, up to 1 minute

A beam of moonlight bursts from the caster's eyes and mouth, 60 feet long and 5 feet wide. Any creature hit by the beam must make a successful Intelligence Saving Throw or take 3d8 radiant damage and be Stunned until the end of their next turn (success halves damage and avoids the Stunned condition). If the current Lunar Phase matches the Birthmoon of the caster, the target has Disadvantage on the Saving Throw. The caster can use their action on their turn, if it falls within the duration of the spell, to produce an additional beam: such action can be repeated 3 times, after which the spell ends.

At higher levels: if the spell is cast using a 7th level spell slot or higher, targets take 1d8 additional radiant damage and the caster can produce an additional beam of light for each slot level above 6th.



LUNAR CAGE

Illusion

Level: 6

Casting time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute

The caster uses an illusion of the Moon to imprison the mind of a target in a nightmarish landscape, an empty and dark space, with no Moon, no stars, and no reference points. One target that the caster can see within 60 feet must make a successful Intelligence Saving Throw or take 5d10 psychic damage and become trapped in their own mental prison (success avoids the trapped condition). Creatures immune to illusions or that cannot be charmed automatically succeed in the Saving Throw.

The target cannot hear or see anything with its own senses, but it can act and move as if it was on difficult terrain. If the target is shaken or attacked in melee it takes 10d10 psychic damage, but the spell ends.

LUNAR DEFIANCE

Necromancy

Level: 6

Casting time: 1 action

Range: self

Components: V, S, M (powder of a white pearl worth at least 500 gp)

Duration: instantaneous

A 60 feet. diameter sphere of moonlight emits from the body of the caster. Any creature in the area must make a successful Constitution Saving Throw or take 8d6 radiant damage (success halves damage). During the Full Moon Phase, creatures that fail the Saving Throw are also Blinded for 1 round. During the New Moon Phase the damage is half (4d6) necrotic and half (4d6) radiant, and the creatures that fail the Saving Throw are frightened for 1 round.

At higher levels: if the spell is cast using a 7th level spell slot or higher, targets take 2d6 additional damage for each slot level above 6th.

LUNAR WAYFARING

Conjuration

Level: 6

Casting time: 1 action

Range: 10 feet

Components: V, S

Duration: 1 round

This spell creates a connection between two surfaces reflecting the Moon, one of which, defined as starting, must be within a radius of 10 feet from the caster, and the other, defined as destination, anywhere on the same plane of existence on which the caster is located, and which must have been seen or touched by them at least once. For the duration of the spell, any creature entering one reflective surface will be able to exit the other with a 5 feet movement.

SELENITE TRANSFIGURATION

Transmutation

Level: 6

Casting time: 1 action

Range: self

Components: V, S, M (a vial of mercury)

Duration: Concentration, up to 1 minute

The caster infuses their body with lunar energy, turning into a supernatural being. Until the spell is over, the caster cannot cast spells but gains the following benefits:

- 30 Temporary Hit Points and 10 Temporary Soul Points that are lost at the end of the spell
- Advantage on Attack Rolls with simple and martial weapons
- They can teleport, as a bonus action, within a range equal to their movement
- Dodge or Disengage as bonus actions

- Any melee attack deals 2d8 additional radiant damage
- Gains Proficiency in Saving Throws based on Dexterity and Constitution
- Can attack up to two times when they take an Attack action in their turn; if they already can make multiple attacks with the Attack action, they do not gain additional benefits

Once the spell has ended, the caster must make a successful Constitution Saving Throw (DC 15) or take one level of Exhaustion.

SILVERY TRUTH DROPLET

Divination

Level: 6

Casting time: 1 action

Range: self

Components: V, S, M (collyrium prepared with 50 gp worth ingredients, consumed by the spell)

Duration: 1 hour

This spell allows the caster to discern the Moon's influence on creatures and objects. For the duration of the spell, the caster will see secret doors, traps, magical effects, and invisible creatures shine within a 120 feet radius. In addition, they can discern whether a creature or object is bound to a specific Lunar Phase, such as a parchment with the *lunar rune* spell on it (see above).



7TH LEVEL

BRAND OF THE UNKNOWNABLE

Abjuration

Level: 7

Casting time: 1 minute

Range: touch

Components: V, S, M (1,000 gp worth of mercury and pearls, consumed by the spell)

Duration: until dissolved or activated

The caster inscribes a mark inside a closeable object (e.g. a book or a trunk), visible only if moonlit during the same Lunar Phase in which it was inscribed or succeeding in an Intelligence check (Investigation) (DC 15) during other Lunar Phases.

The brand is activated if a creature other than the caster tries to open the object. When that happens, any creature that can see the object and is within 10 feet must make a successful Constitution Saving Throw or take 10d8 radiant damage (success halves the damage); in addition, all targets must make a

successful Intelligence Saving Throw or descend into madness for 1 minute: a creature fallen into madness cannot perform actions, emits only guttural sounds and is considered to have an Intelligence score of 2, and the NM will decide its movements.

LUNAR REGRESSION

Enchantment

Level: 7

Casting time: 1 action

Range: 60 feet

Components: V

Duration: instantaneous

The caster, by uttering a single word, invokes the lunar influence to cause pain and dizziness to a creature they can see within 60 feet. If the target has 100 Hit Points or less, it falls into madness: a creature fallen into madness cannot perform actions, emits only guttural sounds, and is considered to have an Intelligence score of 2, and the NM will decide its movements.

Any target who has fallen into madness can make an Intelligence saving throw at the end of its turn to try and end the spell's effects.

MIRITHLEN'S TOUCH OF LIFE

Necromancy

Level: 7

Casting time: 1 hour

Range: touch

Components: V, S, M (a 1,000 gp pearl, consumed by the spell)

Duration: instantaneous

The caster touches a creature that has been dead (and not *Undead*) for no more than a century and that has not died of old age. If its soul is free and consenting, the target comes back to life with all of its Hit Points. The spell heals any mortal wounds and regenerates missing body parts. The target and the caster gain 2 Exhaustion Levels.

SELENITE REGENERATION

Transmutation

Level: 7

Casting time: 1 minute

Range: touch

Components: V, S, M (a Moon Amulet)

Duration: 1 hour

At the touch of the caster, the body of a consenting creature begins to shine with the faint gleam of the Moon, regaining 1d8+7 Hit Points immediately and 2 Hit Points at the beginning of each turn (20 Hit Points per minute). Severed limbs and appendages (tails, fingers, arms, etc.) grow back in 1 minute, and if the severed limb is placed on the freshly wounded stump, it instantly reattaches, and the target immediately recovers 1d8 Hit Points.

SELENITE SIGHT

Divination

Level: 7

Casting time: 1 action

Range: self

Components: V, S

Duration: 8 hours

The eyes of the caster light up with moonlight, giving them a renewed sensitivity to magic.

The caster immediately identifies any spell cast by a creature they can see within 60 feet, immediately guessing the level of the spell slot used for the casting.

By focusing on an item or creature for a round, the caster can understand if it is affected by a spell and what spell it is.

By focusing for ten minutes on a magical effect or object, they can identify it.

WEeping OF THE GODDESS

Evocation

Level: 7

Casting time: 1 action

Range: 150 feet

Components: V, S

Duration: instantaneous

The caster chooses any point within range, and on that point and in the 30 feet surrounding area, iridescent drops, as icy as deep space, will begin to fall. Any creature within the area must make a successful Constitution Saving Throw or take 4d8 radiant damage and 4d8 cold damage.

Any 3rd level spell or lower that is active within the area is automatically dispelled.

TEMPLE OF THE MOON

Conjuration

Level: 7

Casting time: 1 hour

Range: 120 feet

Components: V, S, M (a pearl worth at least 50 gp)

Duration: 24 hours

The caster shapes the moonlight to erect a temple, which will rise from a point they can see within 120 feet, provided that the surrounding space is free in a 120 feet sided cubic area. The temple will exist for 24 hours. Adorned with symbols recalling the Lunar Phases, other architectural or aesthetic details of the temple (gates, staircases, sculptures) can be decided by the caster. The interior of the temple is illuminated by dim light and any stronger light source is reduced. The scent of incense fills the air, and the temperature is cold. The caster can preclude access to the temple to certain creatures, using alignment or creature type as requirements. The moonlight also illuminates the ethereal plane, with all the consequent effects. A creature that does not meet the imposed requirements must make a successful Charisma Saving Throw or be rejected from the temple for the duration of the spell. If the Saving Throw is successful, and the creature manages to enter, the holiness of the place will hinder it at all times, causing it a penalty of 1d4 to all Attack Rolls, Saving Throws and Ability checks as long as it is inside the temple.

Within the temple it is not possible to be the target of divination spells that originate outside the temple. The temple is impervious to any kind of damage or effect, and yet is immediately destroyed by a *disintegrate* spell.

Each short rest inside the temple grants a bonus of 1d6 to the Hit Points and Soul Points recovered by spending at least one Hit Dice. A long rest in the temple eliminates any poison, disease, curse, reduction of Maximum Hit Points, and Exhaustion Levels that affect the characters.

8TH LEVEL

DREADFUL ECLIPSE

Illusion

Level: 8

Casting time: 1 action

Range: self

Components: V, S, M (a moonstone)

Duration: Concentration, up to 10 minutes

The caster creates an illusory eclipse to obscure the Moon, terrorizing creatures in the area. Any creature of the caster's choice that begins its turn, or enters for the first time in its turn, in a 100 feet area around the caster takes 2d8 cold damage and must make a successful Wisdom Saving Throw or fall prone and be Frightened for as long as they stay in the area.

Aberrations, Fiends and Undead, on the other hand, are caught in a blind rage if they fail their Saving Throw and are forced to use their action to attack the nearest creature in melee. Also, whenever they deal damage while in this state, they take radiant damage equal to half the damage dealt.

EXILE IN THE FROZEN WASTE

Conjuration

Level: 8

Casting time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

The caster imprisons a target creature they can see within 60 feet in a dark demiplane, illuminated by distant stars, characterized by an expanse of gray dust dotted with large craters. The target remains imprisoned either until the spell is over or if it uses its own action to make a successful Intelligence Saving Throw (DC 15) to escape. In case of failure, the creature takes 1d6 cold damage, which increases by 1d6 with each attempt. If the creature is reduced to 0 Hit Points in doing so, the spell ends, and it returns to its plane of origin with the defunct appearance of a withered and frozen mummy, but it is actually only its metabolism that is extremely slowed down. Therefore, the creature can make Saving Throw against death every hour, instead of every round. If the target stabilizes, they quickly resume their normal appearance.

When the spell ends, the target reappears in the space they left behind or, if it was occupied, in the nearest unoccupied location.

LUNAR BLAST

Evocation

Level: 8

Casting time: 1 action

Range: 150 feet

Components: V, S, M (a flame and a moonstone)

Duration: instantaneous

An intense beam of moonlight is concentrated in a 60 feet diameter area, centered on a point in the caster's field of view and within a 150 feet radius. Any creature within the area must make a successful Constitution Saving Throw or take 8d8 radiant damage and be Incapacitated and Blinded for 1 minute (success halves damage, avoids Incapacitated status, and decreases blinding to the end of target's next turn). An incapacitated creature can repeat the Saving Throw at the end of its turn to end the effect. Any magical light or darkness within the area is dispersed.

At higher levels: if the spell is cast using a 9th spell level slot, radiant damage increases to 12d8.

LUNAR COLLAPSE

Necromancy

Level: 8

Casting time: 1 action

Range: 150 feet

Components: V, S, M (a drop of mercury)

Duration: instantaneous

The caster chooses a point within range, and any creature caught within a 30 feet cube centered on that point, must make a successful Constitution Saving Throw or take 10d8 radiant (during Full Moon) or necrotic damage (during New Moon) or cold damage (during other Phases) (success halves damage). *Aberrations*, *Fiends* and *Undead* have Disadvantage on any Saving Throw against radiant damage. *Humanoids*, *Beasts* and *Giants* have Disadvantage on Saving Throws against necrotic damage.

MOON WHISPERS

Divination

Level: 8

Casting time: 10 minutes

Range: unlimited

Components: V, S

Duration: instantaneous

The caster communes with the Moon and listens to her whispers to discover the location of a place or creature. Only effects or spells of 8th level or higher can prevent this divination, whereas normal means of protecting against detection spells are not effective and cannot confuse the caster. If the creature or object is on a different plane of existence, the caster will know what plane the creature is on but not the exact location on that plane.

To find the creature, the caster must have seen it earlier at least once, and to find an object they must have touched it.

OBFUSCATED MIND

Abjuration

Level: 8

Casting time: 10 minutes

Range: touch

Components: V, S, M (a 500 gp diamond)

Duration: 24 hours

The caster's touch makes a consenting creature immune to psychic damage, and it will automatically succeed in any Saving Throw against illusion or enchantment.

In addition, no divination can locate the creature.

9TH LEVEL

SELENITE DOMINATION

Enchantment

Level: 8

Casting time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

The caster uses the charm of the Moon to take possession of the will of a creature they can see within 60 feet. The target must make a successful Wisdom Saving Throw or be Charmed for the duration of the spell. A clearly hostile target has Advantage on the Saving Throw. The caster can use their action to take control of the target's body, and, at the end of the target's next turn, the caster can choose which actions (and reactions) the target will perform on their turn. Using the reaction of the dominated creature requires the use of the character's reaction. Each time the target takes damage they can repeat the Saving Throw: if successful, a flash of light blinds the creature until the end of its next turn, but the spell ends.

At higher levels: if the spell is cast using a 9th level spell slot, the duration extends to 8 hours.

SELENITE PERFECTION

Transmutation

Level: 8

Casting time: 1 action

Range: self

Components: V

Running time: 1 hour

For the duration of the spell, whenever the caster performs an Ability check, they can choose to take a 10 instead of rolling the dice. If it has Advantage on the check, they can take a 15 instead.

This benefit is temporarily suppressed (but not dissolved) if the caster is not under the presence of the Moon.

CURSE OF THE LAST MOON

Conjuration

Level: 9

Casting time: 1 action

Range: field of view

Components: V, S

Duration: Concentration, up to 7 rounds

The caster induces the Moon to show its most destructive aspect.

Within 0.6 miles from a point that the caster chooses within their own field of view, any creature (with the exception of the caster and allies within 5 feet of them) suffers the effect of the spell that is gradually strengthening. On any round after the spell is cast, the caster can use its action to support its effect, otherwise the spell is over.

Round 1: invisible objects and creatures are revealed, and cannot become invisible for the next 24 hours

Round 2: objects and creatures take 1d6 radiant damage; plants wither, fruits wither

Round 3: creatures cannot recover Hit Points for the next 24 hours

Round 4: objects and creatures take 3d6 radiant damage; food rots away, water reserves become fetid

Round 5: no form of teleportation can work within the area of effect for the next 24 hours

Round 6: all creature's maximum Hit Points are permanently reduced by 1 point per Hit Dice; the duration of this effect is permanent, but a wish spell can be used to restore the maximum Hit Points; wooden structures rot and become unstable, or collapse under their own weight

Round 7: creatures in the area become sterile and will be permanently unable to reproduce; the duration of this effect is permanent, but a wish spell can be used to dispel it; stone structures lose solidity, become dangerous or collapse under their own weight, lime crumbles, and marble cracks

This spell can devastate entire cities without respite for the inhabitants who have a few seconds to realize what is happening, under what will probably be the last Moon they will see rise. For this reason, the required magical energies are immense, and the caster ages by 10% of their life expectancy (if a human, for example, has a life expectancy of 80 years, they will age by 8 years) every time they terminate the casting of the spell. An immortal creature has a 10% chance to see its immortality shattered and incur death by old age in the round immediately following the end of the spell.

JUDGMENT FROM YORE

Enchantment

Level: 9

Casting time: 1 action

Range: 60 feet

Components: V

Duration: instantaneous

The caster passes the Moon's sentence and chooses a target they can see within 60 ft: if the target has 100 Hit points or less, its mind will be erased completely, losing every memory, every fragment of its personality, every Proficiency in skills and tools, and it forgets every language except one (usually, its racial language). If the creature has more than 100 Hit Points, the spell has no effect.

LUNAR MARVEL

Divination

Level: 9

Casting time: 1 minute

Range: touch

Components: V, S, M (a pearl and a vial of mercury)

Duration: 8 hours

The caster's touch gives a consenting target the ability to manipulate the lunar reflex, through which it has Advantage on Saving Throws and Ability checks, and reduces Soul Point loss from any single source to 1. In addition, any attack against the target has Disadvantage.

This spell ends if the caster casts it again on a different target.

LUNAR METEOR

Evocation

Level: 9

Casting time: 1 action

Range: 3 miles

Components: V, S

Duration: instantaneous

The caster chooses a point they can see within range, where, after 1d10 rounds, a meteor of silver energy rains from the sky, knocking down with tremendous force each creature within a 100 feet radius from the point of impact.

Any creature in the area must make a successful Dexterity Saving Throw or take 20d6 fire damage and 20d6 radiant damage (success halves damage). Items that are neither held nor worn in the area take 60 fire damage and 60 radiant damage.

LUNAR NIGHTMARE

Illusion

Level: 9

Casting time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

The caster invades the minds of their enemies with dark and terrifying visions, trapping them in their own minds, where they experience dark and terrifying visions.

The caster chooses up to 5 creatures they can see within range. Each target must make a successful Wisdom Saving Throw, or be Stunned for the duration of the spell.

At the end of each turn, a target can repeat the Saving Throw to end the spell, suffering 4d10 psychic damage in the event of failure.

LUNAR RETRIBUTION

Abjuration

Level: 9

Casting time: 1 action

Range: self

Components: V, S

Duration: 10 minutes

The caster's skin is imbued with the protection of the Moon: depending on the Lunar Phase during which it was cast, this spell has a different effect. Whenever a creature hits the caster with a melee attack or is hit by a melee attack made by the caster, it suffers the effect of the spell.

- New moon: the target takes 3d8 necrotic damage, and is frightened until the end of its next turn
- Waxing Crescent: the target takes 3d8 thunder damage, and is knocked to the ground prone
- First Quarter: the target takes 3d8 lightning damage, and cannot take Reactions until the end of its next turn
- Waxing Gibbous: the target suffers 3d8 acid damage, and is restrained until the end of its next turn
- Full Moon: the target takes 3d8 radiant damage, and is blinded until the end of its next turn
- Waning Gibbous: the target takes 3d8 poison damage, and is poisoned until the end of its next turn
- Last Quarter: the target takes 3d8 cold damage, and its speed is reduced to 10 feet until the end of its next turn
- Waning Crescent: the target takes 3d8 psychic damage, and is incapacitated until the end of its next turn

SELENITE PROJECTION

Necromancy

Level: 9

Casting time: 1 hour

Range: 10 feet

Components: V, S, M (a silver bar worth 1,000 gp consumed by the spell)

Duration: special

The caster abandons their body, which remains unconscious and in a state of suspended animation, therefore not requiring food or air, and does not age. The spirit the caster manifests has the appearance of their mortal remains but with silvery and glowing skin. The spirit of the caster cannot go through places that are not illuminated by the Moon, but as long as it is under its direct influence it can use its action to teleport itself and any creature within 5 feet to any point on moonlit surface within 0.6 miles.

In the form of a lunar projection, the caster maintains all its Abilities, Skills, and powers, but cannot perform long rests. When the lunar projection is reduced to 0 Hit Points, the spell ends.

As the Moon sets, the caster does not necessarily have to end the spell, but their spirit simply returns to their body, where they remain until the following night. During the day, the projection regains any spent Hit Die.

If the caster's body takes damage, the projection will know the amount and type, but not the source.

The caster can decide to end the spell at any time they deem appropriate as a bonus action.

When the spell ends for any reason and the caster awakens, they get 4 Exhaustion Levels. Any condition (except curses) that affected the lunar projection no longer afflicts the caster.

A wish spell can be used to end this spell; moreover, if the caster fails a Saving Throw based on Charisma, it will be forcibly teleported to where its lunar projection was.

SILVER CHRONOSPHERE

Transmutation

Level: 9

Casting time: 1 action

Range: 10 feet

Components: V

Duration: Concentration, up to 1 minute

The caster relies on the influence of the Moon to create a silvery energy bubble where everything is in dim light, regardless of light sources, and appears in black and white. The bubble cannot move and appears opaque from the outside, showing a static and perfect image of what was inside the bubble at the time of casting, while translucent from the inside.

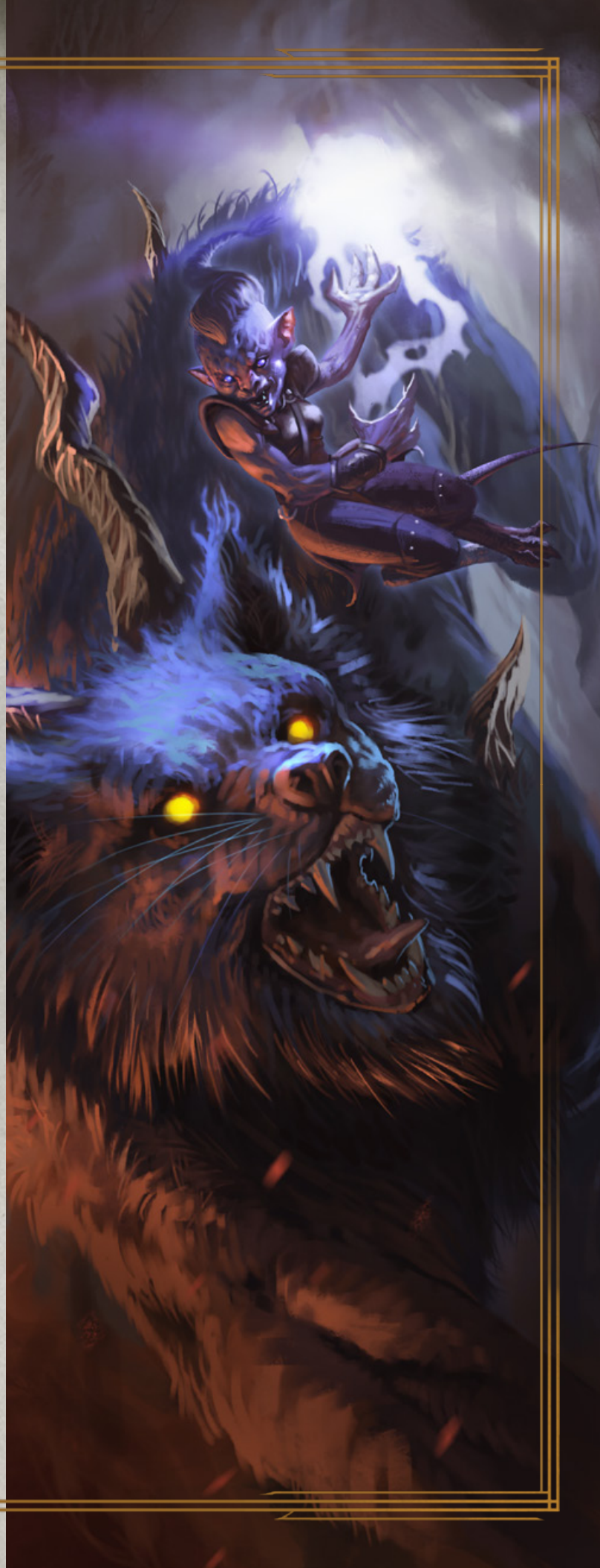
When the caster sees a creature take damage or fail a Saving Throw, they can end the spell as a Reaction.

When the spell is over, the bubble dissolves and, if they wish, the caster can return everything to the state it was in when the spell was cast.

This effect restores: location of creatures, statuses, Hit Points, spell slots (see below). This spell does not restore the use of privileges, magic item charges, consumables, ammo, or anything other than what indicated above.

Creatures that were inside the bubble when the spell was cast and are instead outside the bubble when the spell is over, get 1 Exhaustion Level.

The magic of the chronosphere is powerful, but it is unable to restore used spell slots of 4th level or higher.



NIGHTFELL

CLASS & LEVEL	BACKGROUND	PLAYER NAME
RACE	ALIGNMENT	EXPERIENCE POINTS

CHARACTER NAME

INITIATIVE ARMOR CLASS SPEED

MOONBIRTH



BLACK - ASCENDING - FULL - DESCENDING



CURRENT MOONPHASE

LUNAR INFLUENCE DESCRIPTION

POSITIVE EFFECT DURING MOONBIRTH PHASE

Blank lines for positive effects during moonbirth phase.

Blank lines for features and traits.

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

SAVING THROWS

- STRENGTH
- DEXTERITY
- CONSTITUTION
- INTELLIGENCE
- WISDOM
- CHARISMA

SKILLS

- ACROBATICS (DEX)
- ANIMAL HANDLING (WIS)
- ARCANA (INT)
- ATHLETICS (STR)
- DECEPTION (CHA)
- HISTORY (INT)
- INSIGHT (WIS)
- INTIMIDATION (CHA)
- INVESTIGATION (INT)
- MEDICINE (WIS)
- NATURE (INT)
- PERCEPTION (WIS)
- PERFORMANCE (CHA)
- PERSUASION (CHA)
- RELIGION (INT)
- SLEIGHT OF HAND (DEX)
- STEALTH (DEX)
- SURVIVAL (WIS)

HIT POINT MAXIMUM

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE DEATH SAVES

ATTACKS

NAME	BONUS	DAMAGE/TYPE

GP SP CP

WEAPON GRIMNESS GRIM TRESHOLD

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS

NIGHTFELL

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

PORTRAIT

NAME

SYMBOL

RELIGION

ALLIES & ORGANIZATIONS

BACKSTORY

ADDITIONALS FEATURES & TRAITS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

TREASURE



BACKER LIST



BACKER LIST

|13B|Singularity

21CSM

3rdeyeopen1

6mmWar

99bluerabbit

Étienne Bourgeois

Å†therDeity

Aarón Sarrión

Aaron

Aaron Beck

Aaron Billingham

Aaron F Stanton

Aaron G Jones

Aaron Gomez

Aaron Grover

Aaron Lemieux

Aaron Matthew Rider

Aaron Murphy

Aaron Rhoads

Aaron Starbird

Abby Artemis

Abhishek Ray

Abigail

Abraham L Bergerson

Abram

Abram J Forest

Achernar

Achint Singh

Acia Hale

adaenis

Adam Abdur Rahim

Adam Barnes

Adam Bennington

Adam Brown

Adam Caverly

Adam Clark

Adam Ehinger

Adam engel

Adam florig

Adam Jensen

Adam Johnson

Adam Koszela

Adam Longley

Adam Neisius

Adam S.

Adam Slater

Adam Smith

Adam Toulmin

Adam Whitley

Adan Yanez

adano

Addison klein

Adrian Czajkowski

Adrian Rico

Adrian Rook

Adrian Rosu

Adriano De Luca

Aerontempos

Aesuth

Aiden

Aiden Keller

Aimee Carpenter

Ajay Sheshadri

Al Bartlett

Alan Ashley

Alan Elliman

Alan Johnson

Alan Pelletier

Albert Martinez

Alberto

Alberto Calsolaro

Alberto Camani

Alberto Castronovo

Alberto Faria

Alberto Gonzalez

Albin Lundström

Ale

Alec

Alec Z.

AlecZander Parker

Aleida La Llave

Alejandro Canciobello

Alejandro Thornton

Alessandra Stroschio

Alessandro

Alessandro

Alessandro

Alessandro Andriani

Alessandro Babbi

Alessandro Caridi

Alessandro Leonardi

Alessandro Poziello

Alessandro Savino

Alessandro Togni

Alessio MastroFella Brocca

Alessio Tirapelle

Alex

Alex

Alex

Alex

Alex

Alex

Alex Accardi

Alex Baker

Alex Blair

Alex Dickinson

Alex Hurst

Alex Iptok Melluso

Alex King

Alex Leithead

Alex Parker

Alex Preisser

Alex Thompson

Alex Villemure

Alex von Hochtritt

Alex Zerbinos

Alexander

Alexander

alexander

Alexander Garabed

Alexander Gent

Alexander Hrebluk

Alexander Neumann

Alexandra

Alexandria Mulligan

Alfred Scher

Alfredo

algervasio

Ali

Alice

Alice

Alice Fielding-Smith

Alicia Summers

Alisa Heletka

Allen Schenk

Alondra Lopez

Aloys Oberthuer

altariwing

Alvin W

Aly Fawcett

Alyssa Spencer

Alyxa Lorenn

Amanda

Amanda Atkins

Amanda gray

Amanda martin

Amanda Van Akker

Amber Vandergriff

Amelia Denzien

Ana Carolina de Oliveira

Ana Christina Dahlberg

ANALOG GAMES

Anders Stafberg

Andrea

Andrea

Andrea Back

Andrea Biagi

Andrea Bogani

Andrea Casamassima

Andrea Dean

Andrea Fabbri

Andrea Fait

Andrea Marovelli

Andrea Medea

Andrea Micozzi

Andrea Orvador Gatta

Andrea PJ Pirastru

Andrea Polin

Andrea Pulita

Andrea Ragana

Andrea Ricci

Andrea Tedde

Andrea Tognazzi

Andrea Vitaloni

Andrea Welsh

Andrea Zanelli

Andreas Aistleitner

Andreas Foteas

Andreas Loeckher

Andreas Nelson

Andreas Starrsjö

Andreea

Andres Zanzani

Andrew

Andrew

NIGHTFELL

Andrew	Anthony Bell	Askorn	Benjamin Coker
Andrew	Anthony Bernal	Astrid	Benjamin Dumas
andrew	Anthony Christou	Atieno	Benjamin Fincham-de
Andrew	Anthony Denham	AtlasIncorporated	Groot
Andrew Baharian	Anthony James DuBois	Aubrey Burmaster	Benjamin Gray
Andrew Beal	Anthony Kirkpatrick	Augusto Ceracchini	Benjamin Kapron
Andrew Bogle	Anthony Muller	Aurelius Ver	Benjamin Kaye
Andrew Broxham	Anthony Nijssen	Austin	Benjamin P. Powell
Andrew Bussey	Anthony Ockendon	Austin Backman	Benjamin Snead
Andrew Goodson	Anthony Pereda	Austin F	Benjamin Widmer
Andrew Hall	Anthony Tasselli	Austin Nickell	Benji Taylor
Andrew Henderson	Antoine Bergeron	Austin Renwick	Benn M
Andrew Hopkins	Antoine Chaplet	austin streeter	Beornn
Andrew Hovanec	Antonija Sakic	Austin Wofford	Bernat Saenz
Andrew Lewis	Antonio	Awogg Woggz	Bernie Griess
Andrew Lotton	Antonio Corsi	Ax665	Bert Conner
Andrew Martone	Antonio Falanga	Axel GOTTELAND	Bert Fox
Andrew Meiners	Antonio Miguel Martorell	Azaah	Besio93
Andrew Owens	Ferriol	Azargeth	Beth
Andrew Rawlings	Antonio Montagnese	Azguz Watts	Bethany Einer
Andrew Smith	Apaphous	Azorathe	Beven Davenport
Andrew Typhus Winder	Apotheosis Studios	Álvaro	Bill McCollum
Andrew Ward	Aqua	Álvaro Jo-Jo Junior	Billy Dick
Andrew White	Aran Gillmore	Shabadoo	Billy Larsen
Andrzej Krakowian	Archangel	B0725	BiteSizedGaming
Andy	Aric Wieder	Bård Magnus Riis	bizouarn
Andy	Arik Aslanyan	Babakganoosh	Björn Butzen
Andy	Arjess	Babs	Bjorn Rostad
Andy Dunning	Arkhane Asylum Publishing	baindir	Black Baron
Andy Fagant	Armand Massimini	Barry Chapman	BlackOut17794
Andy Nguyen	Arne Vanbeveren	Barry Weatherstone	Blaine McNutt
Andy Snowbender	Aron O'Brien	Barthel Jackson	Blair Stewart
Angel d'Argy	Artemis	Bastion	Blake
Angel Gonzalez	Artemis Kynegetria	BButterfly	Blake Anderson
Angela	Arthur Braune	Bear Weiter	Blake Taylor
Angela	Asa Gismervik	Beau Sampson	Blake Webb
Angela Myers	Ash	Beliyah	Blasfemius
Angelito Villamena Jr	Ashardalon89	Ben	bleachstalker99
Angelo Illness Cione	Asharon	Ben	Blue eyed human
Angus	Asher	Ben	BlueCrane
Angus Abranson /	Ashley	Ben Cooper	Bob
Chronicle City	Ashley Buckland	Ben Greenwood	Bob McGough Puwc
Ann	Ashley Elizabeth	Ben Michener	Bobby DeRisi
Annette Needham	Ashley Gordon	Ben R	Bobby Thornberry
Antesim	Ashley Gregory	Ben Slader	Bonnie Woodcraft
Anthony	Ashley Shaw	Ben Smith	Bormer
Anthony Adkins	AshM	Ben van Kempen	Bos
Anthony Baumayr	Ashnable	Benjamin Baker	Brad Rumbold

Brad Seaberg	BringTheRaine	Casey.Lyon	Chris Lavin
Bradlee Allen	Brittany Farr	Castreek	Chris Lorenz
Bradley	Bruce Cload	Cat Hunter	Chris Moore
Bradley Beach	Bryan	Catey Jorde	Chris Morgan
Bradley Reichert	Bryan	Catrona Anderson	Chris Nehring
Brandon	Bryan Brake	Celio Ambrosi-Santamaria	Chris Nichols
Brandon	Bryan Evans	Cesare Patarca	Chris Snyder
Brandon	Bryan J. McLean	Chad A D'Aigle	Chris Striker
brandon beers	Bryan Joseph Bua	Chad Lynch	Chris Swanson
Brandon Crilly	Bryan Patchoski	Chaffy	Chris Switzer
Brandon Lawrence	Bryan Smith Jr.	Charissa Jackson	Chris Tafel
Brandon Little	Bryan Watson	Charles	Chris Taylor
Brandon Miller	Bryce Dana	Charles Albert Spellman V	Chris Vian
Brandon Sanchez	Bryce T	Charles Caleb Randall	Chris Wong
Brave New World	Buck	Charles Choi	Chris.P.Noodle
Brayden	Buckaroo	Charles Farru-Hill	chriscooksey
Brehn Erskine	C.J. Menard	Charles Lester	Christiaan
Brekka Schachte	C.W. Webb	Charles Lupo	Christian
Brendan Abernathy	Cactuscat	Charles Stilwell	Christian Bonanni
Brendan James	Caden Wisecup	Charles Weed	Christian Juliussen
Brenna Dixon	Cailie Swillum	Charles-Érick Matton	Christian König
Brenna Parker	Caitlin	Charlotte collins-sidwell	Christian Lindke
Brennan McBride	Cale	Charlotte Hanssen	Christian Opperman
Brennan McCoy	Caleb Pakeman	Chee Yang	Christian Popp
Bret Smith	Callum Wilcox	Chelsea Benavides	Christian Spornraft
Brett Harris	Calvin hayman	CHERRIER Gilles	Christian Torstensson
Brett Lewis	Calvin Johns	Chiara	Christian Wiseman
Brett Ryan	Calvin Snyder	Chiseri	Christien
briambo	Cameron	Chloe Barson	Christina
Brian	CaptainNorway	Chloe Piper	Christina Godek
Brian	CaptiveBow	Chris	Christina Markley
Brian A Johnson	Carey Sauerbrun	Chris	Christoffer Voll
Brian Arnold	Carl	Chris Anderson	Christoph Daether
Brian Buffington	Carl Dean	Chris Binyon	Christoph Wagner
Brian C Youse	Carl G Mendoza	Chris Black	Christopher
Brian K	Carl S. Stone	Chris Bonello	Christopher
Brian Lawton	Carl-Einar Å-stlund Quist	Chris Boudrie	Christopher
Brian Lmb	Carmine Perna	Chris Carney	Christopher A. Sparks
Brian Millar	Caroline Bell	Chris Cekala	Christopher Altenbach
Brian Quinn	Carsten Chalk	Chris D	Christopher Brown
Brian Ravnsgaard Riis	Carsten Gehron-Retzbach	Chris Edwards	Christopher Bundy
Brian Rust	Carter	Chris Giesy	Christopher Busch
Brian Wilkins	CascaDB	Chris Gonnella	Christopher Gray
Brian Zuber	Casey Boyd	Chris good	Christopher M Berry
Brice_T	Casey Jackson	Chris Gunning	Christopher Matulewicz
Bridger Burt	Casey Kelley	Chris Iihazs	Christopher Mayfield
Bridget Casey	Casey Luchsinger	Chris Jahn	Christopher Scott Davis
Bridgitte Rivers	Casey Rosenberg	Chris Landry	Christopher Tresp

Christopher W Rueber	Cornonthemacabre	Dan "Goggles" Webb	Danny William Silva
Christopher White	Corwin	Dan Abrahmsen	Dante Parker
Christopher Wiebe	Corwin Loomis-Price	Dan Bond	Darcie
Christopher Williams	Cory	Dan L. Nielsen	darcpriest
Church	Cory Carney	Dan Lowery	Dario "Uzedh" Berto
Churchill	Cory White	Dan Perrine	Dario Battini
Chuyee Yang	cory williams	Dan Santiago	Darion Wilkins
Cindy Gauthier	Courtland Perry	Dana Boychuk	Darius Klein
Cisc_0	Courtney Blackwell	Dana Mison	Darkless
CJ Prokop	Cradlis	DaniÅ«l Harmsen	Darklord
Claire Rosser	Craig Bishell	Daniel Arvidsson	Darkstand
Claire Spence	Craig Cargill	Daniel Carmody	Darkulic
Clarisse Leech	Craig Earl	Daniel Christensen	Darmak
Clayton Dilks	Craig Hackl	Daniel Clawson	Darren Collins
Clayton Freund	Craig Jonasson	Daniel Cowart	Darren Johnson
Clint Malcolm	Craig Maidment	Daniel Craig	Darren Velez
Clint Mallet	Cristiano Albini	Daniel Crompwell	Darrin Piotrowski
Cody Cozad	Cristin Chall	Daniel E. Chapman II	DarthXanatos
Cody Kerr	Cristiyana	Daniel Freithofer	daryl graham
Cody Langille	ctriebel	Daniel Harris	Dathon
cody scott cawthon	Cullin Gardner	Daniel Laman	Dave Powell
Cody Zick	Curette	Daniel Marjoram	David
Colby Dumas	cursedseishi	Daniel Mastropieri	David
Cole Graham	Curt Condyles	Daniel Montero	David
Cole Nordin	Curtis	Daniel Montes Espinar	David
Colin Lindgren	Curtis Harper	Daniel Moore	David
Colin Shields	Curtis Lillie	Daniel Penninck	David A. Nolan
Collin	Cuttlefissure	Daniel Ramsli	David B. Semmes
Collin Cardinale	Cyanide	Daniel Russell	David Ballert
Collin Chamberlin	Cynthia	Daniel Shellard	David Cohen
Collin Murray	Czinic	Daniel Sims	David Dalton
Colton Holder	Dadao	Daniel Slentz	David Driscoll-Carignan
Colton Souza	Daddyfatsack210	Daniele	David Esarey
Commodore Erickson	Daemn	Daniele	David Futterer
Conclave27	Dagoron	Daniele Cappie Bruno	David Griffiths
Connor	Dakoda Darling	Daniele Fusetto	David Grow
Connor Badham	Dakota Brison	Daniele Ginesu	David Hendrix
Connor Evelich	Dakota Steeves	Daniele Listone Giordano	David Jones
Connor Loomis-Price	Dale Chenault	Daniele Provinciali	David King
Connor Mason	Dallas Wagner	Daniele Toffanin	David Kuehne
Connor Romanic	Dalton	Daniele Zinesi	David Lewis
Conor McHugh	Damian Adams	Daniele Zito	David Logghe
Conrad Stratton	Damian Seckold	Danielle H. Lattiere	David Margowsky
Corey	Damian White	Danilo Marcotti	David Olney
Corey Close	Damon	Danita	David Orna-Ornstein
Corey Quick	Damon Blake	Danny	David P. Otto
Corinna Clanton	Dan	Danny Awalt Jr.	David Paul Guzmán
Corinne Brown-Esqueda	Dan	Danny Heald	David Pierce

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David Resetti	Derek J. Bush	Dungeons and Dragons	Emalyg01
David Robinson	Derek Vendt	Dustin Cook	Emanuele Montorfano
David Setzer	Derek Wagner	Dustin Follett	Emil Hamberg
David Singer	Descamps Axel	Dustin Lawrence	Emilio
David Smith	Desiree	Dwayne Marlowe	Emily Allard
David Smith	Destiny	Dylan	Emily Rain Donovan
David St-Amand	detlef hallermann	Dylan	Emily Twining
David Stanley	Deuvent	Dylan	Emma
David Stephenson	Devin	Dylan	Emma Mason Was Gingell
David Summers	Dharmatrails	Dylan Auvil	Emmanuel
David Szafran	Diana Mauney	Dylan Carlson	Emmo Lütringer
David Williams	die_brotdose	Dylan Demagny	Emost
David Williams	Diego	Dylan Jared	Enrico Romeo
David Wilmink	Diego	Dylan Shaw	Enurta
Davide	Diego Magrini	Dysnomia	Eric
Davide	Diletta Peluso	Eclez	Eric
davide	Ditani	Ed Punter	Eric Blair
Davide	DKeith2011	Eddie Chew	Eric Daniels
Davide	DMDoom	Eddie James Carswell II	Eric de Groot
Davide Milano	Domenico	Edil Rivera Diaz	Eric Fowler
Davide Pertusi	Domenico Iovino	Edoardo	Eric Keogh
Davide Siebezzi	Domenicopsion11	Edoardo Mercuri	Eric Mette
davrion	Dominik Pielarski	Edoardo Solitari	Eric Presuhn
Davy Krieger	Don Martin Felipe	eduardo hallak	Eric Richard
Davyd Rivet	Martinez	Eduardo Ramirez	Eric Smallwood
Dawid Wojcieszynski	Donald Brian	Edward	Eric Smith
Dawson sears	Donald Taylor	Eiger Tolledo	Eric Toczek
Daymaster1	Donnie Archuleta	eira	Eric Wagner
Dc Andersen	Donnie Hanby	El Laxo Diablo	Erica Creed
Death4allages	Donovan	el_blanco	Erik
DeChevalier	Doom130	elbove_joco	Erik André Melum
Deep Cover	Dorian Wright	Elgin Scott	Erik Balcazar
Denis Gourdien	Doug Behel	Eli Butcher	Erik Cohoon
Dennis	Douglas	Eli Gilles	Erik Johnson
Dennis A. Pascale	Douglas Blume	Elia Rice	Erik Laudal Christensen
Dennis Campola	Douglas Geusz	Elice Stegehuis	Erik Olsen
Dennis Dufour	Douglas Hutt	Elijah	Erik Saltwell
Dennis Glasbergen	Douglas Vine	Elijah-Blue Simonson	Erindel Conner
Denver Lybarger	Drac Corben	Elisha	Ernestas Bogdanov
Depresnak	Drake	Elizabeth	eskatonic_monk
Depressed_Puppy	Draven Abbott	Elizabeth Horsebane	Ethan
Derek	Drew	Elizabeth Munson	Ethan Atwood
Derek	Drew Emmetts	Ella	Ethan Wang
Derek	Drew Thompson	Ellis Perry	Ethan Zimmerman
Derek Bechthold	DRGalayda	Ellis Putman	Evan Blake
Derek Burkeen	Dritz	Elric DeVault	Evan Johnson

Evan Poe	Francesco Moretti	Geeks for the Geek God	Greg D
Evan Riley	Francesco Panitti	geoff Dean	Greg Finfrock
Ezra	Francesco Pasinato	Geoffrey Burr	Greg Fonseca
Fabio Attoli	Francesco Zanette	Geoffrey Williams	Greg Kenawell
Fabio Mano	Francisco	george dolby	Greg Lancaster
Fabio Maria Piacentini	Francisco Montegue	Geraldo Macedo	Greg Lucas
Falk Künzel	Zanzibar	Gero	Greg Maroda
Fantasyphil	Francisco Perez	GGSigmar	Greg Schroeder
fatemals4	Franck ANDRIEU	Gian Marco Cardinali	Greg Trombley
FaustinaAurelia13	Francois Mersch	Gianluca	Gregg Butala Jr
faye esswein	Frank Adams	Gianluca Manzo	Gregory James Stokley
Faye Rhodes	Frank damato	Gianpaolo	Gregory Scott Egan
Federica Costantini	Frank Lubbers	Gianpio	Griffin Becker
Federico	Frank Molnar III	Gideon Kimmel	Griffin Voltmann
Federico	Frank Wiseler	Gilles Kayser	Grumpy Shaman
Federico	FrankCapra	Gio	Guðmundur Jón Viggósson
Federico Covi	Frazer Gault	Gioele	Fjallabróðir
Federico Neroni	fred lepley	Gionny Armando Verrone	Guido 'Maicol' Campanini
Federico Pilleri	Frederic Genest	Giordano	Guillermo Munro
Felicia Hudson	Frederic SCHAAFF	Giorgio Catenacci	Gunnar Rightnour
Felix Albertsmeier	Frederik Lind	Giorgio Marchello	Gwen
Felix Kaczmarczuk	Frickybrick123	Castellana	Hachewy
Felix Wilken	Froggknight	Giovanni	Hal Burdick
Ferbs_Herbs	Frozendead	Giovanni Melandri	Hamish Elmer
Ferfer Gimf	Fucklebutte Q_Shitlord	Giovanni Passeri	Hannah Dean
Feric	furstenberger	Giovanni Sanetti	Hans Burk
Ferret_Lottery	G_Q	Giulia Bartolommeoni	hans sagan
Filipe Passos Coelho	Gabe Harkins	Giuliano Gianfriglia	Hans Uhlig
Filippo Cerofolini	Gabriel	Giuliano Il Saggio Farris	Hansen Ben
Filo	Gabriel	Giuseppe	Harley Clark
Finagle	Gabriel A. Cordova	Giuseppe Brindisi	Harokin
Finlay Reynolds	Gabriel Gerni	Glenn Auvenshine	Harold Hunter
Flavio Mortarino	Gabriele Albertini	Glenn Butcher	Harrison
Flint Olsen	Gabriella Creighton	glenn dallas	Hauke S.
Florent Sampoux	Gabrielle	Glenn Dalton	Haviland Forrister
Flove	gajoos	Gloria Blackstone	Hayden
Foivos Stergiou	Galactic Toast	Glynn Richard Steckler	Hayderino
Fold39Crane	Gallant Knight Games	GodRedSands	Haylee
ForsakenSniper7	Galmorzu	Goldbeauti	Hayley Taylor
Fra	Garrett Waddell	Gondeau	Heath Hill
Fraiser	garvin anders	Gordon Clayton	Heath Phillips
Francesco	Gary Begordis	GornSpelljammer	Heather Baranowski
Francesco	Gary Bratzel	Grant Lindsay	HeavensRevenge
Francesco	Gary Gibson	Grant Marthinsen	HekateKey
Francesco Flamigni	Gavin Farrell	Grant T Smallwood	hellrey86
Francesco Gambino	Gavin Forbes	Graves	Henrik Sebring
Francesco Liedl	Gavin Mclaughlin	grayjo	Henrik Vridstoft
Francesco Maria Iena	GearGames	Greg	Henry Gibbons

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Hetrio	Jack Wolfe	James Juden	Jason Householder
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Hiltonke	Jackson Mahler	James Lowder	Jason Lund
History-Guy	Jackson Maurer	James Mackin	Jason M. Baker
Holden Taylor Flatt	Jackson Means	James McAloon	Jason Mayberry
HoldXtoRevive	jacob	James McDonnell	Jason Ng
Holger Müller	Jacob B.	James Meaney	Jason Ostrowski
hollowgod89	Jacob Bufford	James Meredith	Jason Scannell
Holyna	Jacob Bush	James Michael Bays Jr.	Jason Sunday
HorrorLoren	Jacob Cotton	James Millington	Jason Thorne
Howard Gumbel	Jacob Firman	James Morrison	Jason webb
HungryScribbler	Jacob Glass	James Powell	Jason Yacalis
HyperionSol	jacob harrington	James Quick	Javier Coll
Hyphen	Jacob hughes	James Reiber	Jay B
Iacopo Russo	Jacob Johnson	James Schafer	Jay Minnix
Iain MacDougall	Jacob Kelly	James Smith	Jay Moini
Ian	Jacob Wilson	James W. Keller	Jay Still
Ian Anderson	Jacopo Veronese	James Wink	Jay T Sanders
Ian Edberg	Jade Mata & Iram Roberts	James Wood	Jayden Morrissey
Ian Lindgaard Nikolajsen	Jaime Coston	Jamey Lamb	Jayne Wooster
Ian Pedoe	Jaime Rivera	jamie	Jazmine
Ian Staton	Jaimy Roodzant	Jamie	JC
Ian Stowell	Jaine	Jamie Denney	jchawley
Il Cane	Jake Bruce	Jamison Nickles	JD Sullivan
Ilenia Persefone Restani	Jake Farmer	Jan Artoos	Jean Pesant
imredave	Jake Kann	Jan Kolbaum	Jean-Michel Benoit
incandescens	Jake Miller	Jannes Engqvist	Jean-Paul Valiquette
iroNMan674	Jake Reynolds	Janosch Hildebrand	Jeanne Frenken
Isaac Cacciottolo	Jake Sandford	Japhet Palencia	Jefepato
Brightmore	Jakob Rubinig	Jared Carver	Jeff
Isaac Graff	Jakub	Jared Michael Anjewierden	Jeff
Isidro	Jambolti414	Jared Strickland	Jeff G
Ivan	james	jarethellenin	Jeff Grubb
Ivan Midence	James	Jasmine	Jeff Phinney
Ivan Zovko	James	Jason	Jeff Robinson
Ivanna A. Villamil	James	Jason Adams	Jeff Tully
Ivo Goudzwaard	James	Jason Alexander	Jeff Verachtert
Izzi Beth	James	Jason Allard	Jeffrey Faulstich
J	James	Jason Bean	Jeffrey Kreider
J. Evans Payne	James Arnold	Jason Best	Jeffrey Osthoff
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Jack Harvey	James E.	Jason E. Petrea	Jen
Jack Hawksmoor	James Elder III	Jason F Kearney	Jen Bauer
Jack Keenan	James Gobble	Jason Gabel	Jenn
Jack Moore	James Harnois	Jason Gordon	Jennifer
Jack Mowry	James Jacobs	Jason Hennigan	Jennine Cerra

Jens Baadsgaard Hay	Jimmy Matthiesen	John Swanson	Jorge Luis Llanes
Jens Kristian Nielsen	Jj Curtin	John Taber	Jorge Montalvo
Jeramie	jmd627	John Thomas	José Ramón
Jeremiah Lee	Jo Newell	John Valdez	José Rey Méndez
Jeremiah Maynard	Jocke Larsson	John Wiesolek	Jose Placeres
Jeremiah31.3	Joe Cleary	JohNMMatrix1786	Josef
Jeremy Bass	Joe Coleman	Johnny Josefsson	joseph
JEREMY BERRY	Joe Crase	Jon	Joseph Daniels
Jeremy Brown	Joe Gianella	Jon cafarò ferraro	Joseph Delcomte
Jeremy Brown	Joe Hamilton	Jon Davidson	Joseph Doney
Jeremy Hammack	Joe Kontor	Jon Hanson	Joseph Edge
Jeremy Kear	Joe Rigney	Jon Nepsha	Joseph Evenson
Jeremy Pelletier	Joe Washington	Jon Sharp	Joseph Gosling III
Jeremy Perreault	Joel	Jon Terry	Joseph Guzman
Jeremy Rhodes	Joel Hardwick	Jonathan	Joseph Jaskierny
Jeremy Tredway	Joel Norden	Jonathan	joseph moran
Jeremy Wasik	Joel Nunez	Jonathan Barany	Joseph Perry
Jeroen Geisterfer	Joel Robinson	Jonathan Beeler	Joseph Roberts
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Jerrod Ward	Joey Lytle	Jonathan Ferguson	Josh
Jerry	John	JonathaNMartÁñez	Josh Garvais
Jerry Medford	John	Miranda	Josh Graham
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Jesper Rodewald	John Bejarana	Jonathan Molander	Josh Macintosh
Jess Dempsey	John Bellando	Jonathan P Francia	Josh Murray
Jessa Austin	John Calvin	Jonathan Pettit	Josh Sjothun
Jesse Berrier	John D Kennedy	Jonathan Pickering	Josh Vizcaino
Jesse Brown	john e graham	Jonathan Pipitone	Josh Watson
Jesse Dunn	John Eternal	Jonathan Santerre	Josh Whitaker
Jesse E Terrell	John G.	Jonathan Savarese	Joshua
Jesse Keen	John Glass	Jonathan Topliff	Joshua Ward
Jesse Rathbun	John Hardey	Jonathan Tu	joshua bondhus
Jessi	John Henson	Jonathan Walker	Joshua Bryant
Jessica	John Hickman	Jonna Jarlsson	Joshua C Kitchens
Jessica Carter	John J Quiett	Jonne Kuokkanen	Joshua Ethridge
Jessica Sanchez	John Johnson	Joonas Kriisk	Joshua Flood
Jessica Swanner	John Josselyn	Jordan	Joshua Freitas
Jethro Jack	John LaPoint	Jordan Dunn	Joshua Kerns
JF Paradis	John Larrimore III	Jordan Fay	Joshua McHale
Jieck	John MacPhail	Jordan Garcia	Joshua Mefford
Jim	John McCloy	Jordan Howard	Joshua Michaelson
Jim Auer	John Paul Luchenski	Jordan Kruger	Joshua Muscat
Jim Dovey	John Preston	Jordan McCain	Joshua Pearson
Jim Ryan	John Rogers	Jordan Pohl	Joshua Rosen
Jim Scheffler	John Santa Barbara	Jordan Schreck	Joshua VanDuke
Jim Searcy	John Shirley	Jordan Shroyer	Joshua W. Pittman
Jimi Landry	John Simpson	Jordan Springer	Joshua Williams
Jimmy Ireland	John Spainhour	Jordan T	josiah

Josiah
Josiah Dewald
Josiah Richardson
Josie Mendoza
Josue Pena
Jouany Matthieu
Jozef Korček
JP Patterson
JR. Forasteros
jtc1975
Juan Cruz
Juan Eloy Mirat Ochoa
Juan Gonzalez
Juan Pablo Gonzalez
Jua*NMa* Conesa
Judge Ju
Judson Wright
Juho Hietaoja
Julia Augusta
Julia Kowal
Julian
Julian Schmid
Justin
Justin
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Justin A Owens
Justin Baskall
Justin Blaauwwiek
Justin Bush
Justin Camden
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Justin Nava-Guerrero
Justin Norwood
Justin Petley
Justin Prazen
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Justin, the Anti-Social
Worker
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Kai Hellmeier
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Kalon Ohmstede
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KariSparda
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Karl Kreutzer
Karl Rodriguez
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Karla Torres
Karma Choying
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Kate Young
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Kay Fullmer
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Keith Hershey Jr
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Kelly Grooms
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Ken Robkin
Ken Smith
Ken Torgerson
Ken Wallace
Kendra Hornbrook
Kenneth Bradley Faircloth
Kenneth Burgener
Kenneth Mefford
Kenneth Phillips
Kenny Modowski
Kenny Rohrbacher
Kerry Jordan
Kevin

Kevin & Megan Fannin
Kevin Bender
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Kevin Kutlesa
Kevin McDonnell
Kevin Mook
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Kevin Ramdeo
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Kevin Spillman
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Kevin White
Khidr Milliman-Jarvis
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Kiel Nelson
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Kiersten Robinson
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Kim Bender
Kim Synnerborn
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KingSalt
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Kinjin
kirk tailor
Koda
Konstantinos Martinos
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Krases
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Kris Bultereys
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Kris Peters
Krista Muhlberger
Kristen
Kristi York
Kristian
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Kristian Burrow
Kristie Matheson
Kristina Bristow

Kristina Charak
Kristine
Kristofer Everett
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Krisys
Krockalock
Ksea Eldad
Kumash_Gor
Kurtis Majors
Kurtis Mandelas
Kyle
Kyle
Kyle Atchley
Kyle Kolbert
Kyle Merwin
kyle sinnett
Kyle Thomas
Lēoht Sceadusawol Steren
LABOSSIERE David
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Lance Kehisato
Lance Myxter
LandisTheThief
Landon King
Lane Powell
Larry Hetrick
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Lars Colson
Lars KunTil Messenger
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LaserFowl
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Laura Picou
Laurent Duhamel
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LAUTRET-STAUB
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Leamundis
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Lee Miller
Legacy Pelkey
LeK00

Lena	Luca Colferai	Marco	Markus
Leo Glass	Luca De Marini	Marco	Marn Manders
Leokii	Luca Pavone	Marco Di Campli	Martha Crutchfield
Leon C. Glover III	Luca Rovelli	Marco Generoso	Martin
Leonard Lee	Luca VavalÃ	Marco Griva	Martin Heim
LeRoyalGamer (Tori)	Lucas	Marco Grosso	Martin Hoag
Leslie	Lucas Beadell	Marco Julio Leal Martez	Martin Jorgensen
leup	Lucas Keeley	Marco Peduzzi	Martin Krans
Levi Hooper	Lucas Mann	Marco Placidi	martin krebs
Lewis Fitzsimmons	Lucas Miguel	Marco Puglielli	Martin Maanon
Lexx	Luciano Vieira Velho	Marco Roghic	Martin Nordman
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Liam Sullivan	lukas neumann	Marcoghez.	Martino Marelli
LightsTK	Luke	Marcos Mauney	Marvin Enrique Novelo
Lillian Hebert	Luke Martinez	Marcus Johnson	Mary Schore
Lim Seng Kok	lukefabis	Marcus Söder	Mary Schwanz
Lin	Luminoxie	Margit Holbl	Maryah Rutherford
Liquid Wolf	Lurker Bees	Marguerite DeLong	Mason
Lisa	M B	Mariah Donley	Mason Cole
Lisa Mason	M G	Marie Gallardo	Massimiliano Davi
Lisa Thompson	Maaike Bos	Marie-Eve Dion	Massimo Gandola
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Lobo	MadFergy	Marion Shoffner	Matia Campioli
Logan	Madrazo Kristoffer Michael	Marius	Matia Monti
Logan Maynard	Mads Christiansen	Marius Herbstritt	Matt
Logan Raju Cracknell	Mads Henriksen	Mariya S. Gudima	Matt
Logan Scott Litwinski	Maggie Strader	Mark	Matt
Logan Sloan	Magnus Tind	Mark	Matt & Jess Brown
Lord Soth	Malek	Mark A	Matt Bleasdale
Lorenzo	MalkavianLogic	Mark A. Worcester	Matt Brooks
Lorenzo Bertocco	Mandaygo	Mark Blanton	Matt Defoor
Lorenzo Camusso	Manfredi Mo	Mark Cunningham	Matt Emery
Lorenzo Cortesi	Manta	Mark Damian Sexton	Matt McKenzie
Lorenzo De Carlonis	Manuel Alfredo	Mark Gleason	Matt Murphy
Lorenzo Malucchi	Manuel Giroto	Mark Hayes	Matt Willetto
Lorenzo Miele	Manuel Squalo Bernardini	Mark Madden	Matteo
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Lostone138	Maple Maniac	Mark Ramirez	Matteo
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luca	Marc Martin	Mark Watson	Matteo Bisanti
Luca Arieti	Marc Vaughan	mark wright	Matteo Boffadossi
Luca Boscia	Marc-andré Fortin	Marko Sertic	matteo ceresa
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Matthew Baltrukonis	MaximX	Michael Leavitt	Mike Parker
Matthew Barclay	Maxwell Thiemens	Michael M	Mike Piazza
Matthew Boudreau	Megan Dodd	Michael Mader	Mike Weber
Matthew Cann	Megan Freedman	Michael Manner	Mikhail Pashin
Matthew Collins	Megan Isherwood	Michael Marques	Mikkel Kusk Jørgensen
Matthew Croco	MeleeMagthere	michael mcallister	Miles Shearrer
Matthew Dahlman	Melina	Michael McKiernan	Mille Marie Jensen
Matthew Dodsworth	Melissa Daniels	Michael mishler	Millie Griffin
Matthew Farrer	Melissa Peretti	Michael Murphy	Mircalla
Matthew Ferraro	Melissa Wood	Michael Neal	Mirko
Matthew Flaherty	Melmoth	Michael Nikolaou	Mirko Ineri
Matthew Gabriel	Menno Antheunisse	michael nuttall	Mirko Paradisi
Matthew Gaetano	Mercadez Cossairt	Michael Paul	Mirko Sacchetti
Matthew Hart	Messengyr	Michael Putorti	Mirko Savoia
Matthew Hoyt	Mexidorf	Michael Richard	Mitchacho
Matthew J Weidman	Micael Florencio	Michael Roebbling	Mitchell
Matthew Jorgenson	Micah Berry	Michael Russell	mitchell
Matthew Kelley	Micah R. Maloney	Michael Schilingno	Mitchell Brown
Matthew Mogridge	Michael	Michael Sheppard	Mitchell Ketterling
Matthew Molnar	Michael	Michael Simmons	Mitchell Rinzel
Matthew Newman	Michael	Michael Small	Mnemonic
Matthew Peixoto	Michael A. Meehan	Michael Swords	Moke Keawe
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Matthew R. Adams	Michael Baker	Michael w Pettit	Monty Donovan
Matthew Snider	Michael Basso	Michael Wood	moogamoogamooga
Matthew Southall	Michael Baxley	Michael Yip	Moon
Matthew Wahl	Michael Bedggood	Michaela McCarthy	Morgan
Matthew Whitten	Michael Berrie	Michel Chapelle	Morgan
Matthew William Keith	Michael Bizzotto	Michele	Morgan Bolton
Bellman	Michael Brown	Michele Greggio	Morgan Childs
Mattholomew	Michael Brown	Michele Maci	Morgan Grover
Mattia	Michael Brown	Michele Marini	Morgan LATERRADE
Mattia	Michael Conway	Michelle	Moritz Boehm
Mattia Negroni	Michael Costanzo	Michelle Linderman	MoroArt
Mattia Scaggiante	Michael Culp	Mickey	Mortepierre
Maurice Oakes	Michael Culp	Miguel A. Perdomo	Mortgat
Maurizio À Pastore	Michael D. Smith	Miguel Gutierrez	Mortoy
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Maurizio Ruetta	Michael De Plater	Miguel Therriault	MrAnArcade
Mauro	Michael Douglas Hannah	Mik Calow	mrsquiglesworth
Max Bacher	Michael G. Palmer	Mike	Murasaki No Oogarasu
Max Eversman	Michael Gionfriddo	Mike	Nasser
Max Palmer	Michael Gregg	Mike Bosma	Natalie B

Natalya Tirkot	Nicholas Muehlenweg	Oliver Weber	Paul Quinones
Natasha Mackinley	Nicholas Nowark	Oracle Sights	Paul Ryan
Nate Ayers	Nicholas Singer	Orakel	Paul Sanderson
Nate Ng	Nicholas Stegelman	Orren Merton	Paul Snell
Nate Richardson	Nicholas Timperio	Orson Davis	Paul Thompson
Nathan	Nick	Oscar Wiberg	PaweÅ,
Nathan	Nick	Oson	PDeMars
Nathan	Nick Bardelson	Ott Cunningham	PDevitt
Nathan	Nick Grey	Overlord	Pegana
Nathan Bennett	Nick Huelskamp	Owen Fielder	Per Kristian
Nathan Fischer	Nick Janiel	Owen Tienken	Perry Goddard
Nathan Gross	Nick Mock	Oyurigunslinger	Peter
Nathan Krause	Nick pater	Pablo Reza Arcelus	Peter Drage
Nathan McNair	Nick Roberts	Paige Dobson	Peter Eichinger
Nathan Milfull	Nicki	Papageorgiou Lefteris	peter farsang
Nathan Sundberg	NickN	Parhelia Games	Peter Foxhoven
Nathan Turner	Nickolas Bradley	Parker Stapley	peter goeders
Nathan Zagrean	Nico Borgogni	Parker Wimberly	Peter Hadden
Nathanael Schuknecht	Nicola Azzolini	Pascal Frenette Simard	Peter Hall
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Nathaniel Morrison	Nicola Murtas	Patrice Mermoud	Peter Morson
Nayamek	Nicolai Hestehave Worsøe	Patrick Aldea	Peter Roads
Necrosylum	Jørgensen	Patrick Beaulieu	Peter Siljedahl
Ned Kaida-Yip	Nicolangela Moon	Patrick Darge	Peter Sotos
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